

NOD 32

DREAD KISTHENES

CIRCUS FOLK

PROPHETS

and more



NOD

32

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Kisthenes, the Dreadful Plain	I
The Prophet	117
Masters of An-Ki	120
The Theory of Interesting Monsters	136
Adventures Beneath the Big Top	137



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Kisthenenes

The Dreadful Plain

Download the hex map for this issue at
<http://matt-landofnod.blogspot.com/p/nod.html>

By John M. Stater

Art by Denis McCarthy, JEShields, David Guyll and others

A polychromatic, undulating plain marked with hills, woodlands and marshes and dotted with city-states that reach back into the furthest reaches of antiquity. Peasants are hard at work in their fields and aristocrats are hard at play in their chariots. It seems an idyllic place, a virtual Eden.

So then why do they call it Dread Kisthenes?

History of Kisthenes

In the primordial past, Kisthenes was a shallow sea surrounded by mountainous islands. It was inhabited by the fish men and other terrible things, who built a great tower that reached into the Astral Plane. This tower facilitated the transport of other strange creatures into Nod, and thus was a target of the Kabir (the ancestor gods of the elves) when they warred against the star things for the future of Nod.

After the destruction of the tower, and the eventual destruction of the star things, especially Tiamat, the sea receded. Kisthenes became a swampy plain that hosted the mound cities of the lizardmen, honeycombed with breeding pits and dark shrines to those outer gods.

Approximately 5,000 years ago, the scaly folk retreated before their former human slaves, who then settled on the ruins of their cities and fought the terrors below them. The humans worshipped the Igigi, but sometimes prayed to demons and devils in exchange for help in resisting the depredations of the reptile people.

As the horrors of the past faded, humans expanded and improved their cities on the fertile plain. They settled between the two great rivers of Kisthenes, the Pishon and Giyon, leaving the highlands to barbaric humanoids and the Venatians. These cities conquered one another as kingdoms and rose and fell, with one great city, Irem, finally swept over the land and forged a great empire.

Irem gained its power by consorting with demons, especially Tiamat, who whispered to Irem's sorcerer-priests through dark rituals discovered in the ruins of the lizardmen and ophidians. In time, the Iremites lost their empire to a cataclysm invoked by the wars between themselves and the men of Nabu. All that remained of that wicked empire were the Crimson Wastes and the desert nomads who dwell therein.

The surviving city-states continued their perpetual competition for powers, with Ishkabibel finally rising to become the largest and wealthiest of the city-states. In time, Ishkabibel was able to demand tribute from most of the other city-states, and led them in their battles with the elves and men of Nomo in the west. This clash of civilizations weakened both and directly contributed to the conquest of Ishkabibel 10 years ago to a Warudi horde under the leadership of Baligant.

Baligant and his followers threw down the idols of Ishtar and the other gods of Kisthenes and replaced them with the worship of Tiamat. Soon, their army was marching on the other city-states of northern Kisthenes, and their raiding parties were ranging all over the country looking for the elements they needed to not only bring back the worship of Tiamat, but to bring that elder goddess physically into Nod.

As Tiamat began to force its way back into Nod, it sent out a divine static¹ through the region, disrupting the ability of the priests of the other city-states to communicate with their gods. Feeling abandoned at a time of crisis, the time was ripe for the wild prophets of the wilderness, common in Dread Kisthenes, to enter the city-states and find new followers, even among the priests and priest-kings.

These prophets had found new gods in their meditations had found new great gods and great goddesses to worship, but these epiphanies were no accident. Other things from the dimension inhabited by Tiamat decided to venture into the material plane using the same method. Each of their prophets saw their deity appear before them in a vision with a ritual by which they could call them forth from beyond time and space in the form of a super beast.

The prophets brought these visions to the people and then to the nobility and finally the kings and queens, and when the priests heard nothing from the houses of their gods, the kings and queens acquiesced, devoting their cities to these new gods and throwing down the images of the old. Those priests who opposed this change in deities either escaped into the ziggurats, seeking sanctuary and enlightenment, or they were slain by their former comrades, their blood, bone and sinew fodder for the super beasts growing beneath the cities.

Things from beyond, companions and rivals of Tiamat, now gestate beneath the cities of Dread Kisthenes. If Tiamat would enter this dimension, they would enter as well and make it their playground. These god-monsters might yet be stopped before Nod is destroyed, but only by the best of adventurers.

¹ Commune and contact other planes are currently non-operational

Geography

Some of the geographic regions on the Kisthenes map first appeared on other hex maps in NOD. In these cases, the original appearance of the region is noted.

Chimeria | Mountains

First introduced in NOD 31

Chimeria is a volcanic range of mountains that is an offshoot of the Klarkash Mountains. They are tall, with narrow valleys that are hot and humid and home to many fungal and plant creatures. The slopes are home to the barbaric Chimerians, who hunt these monsters and war with one another.

The chief dangers of Chimeria are random monster encounters, of course, and volcanic events. On each day of travel through the mountains, roll D% on the following table to determine if something happens.

D%	Volcanic Event
01-60	No major event – the gods smile upon you.
61-70	Heavy soot and ash rains from the sky. Save vs. asphyxiation or suffer 1d6 points of Constitution damage.
71-76	Dark clouds produce volcanic lightning. There is a 1% chance per character per hour of being struck for 2d6 lightning damage.
77-82	The ground collapses, revealing the entrance to a tunnel that might lead to a natural dungeon.
83-87	Avalanche! All characters must roll 1d20 under their dexterity score or suffer 1d12 damage.
88-93	The ground rumbles. Effect is per the <i>earthquake</i> spell. There is a 1% chance that when the ground splits, it reveals a cache of 1d20 gems of a random type.
94	Volcanic gas seeps out; treat as <i>stinking cloud</i> spell.
95-98	Acid rain deals 1d6 points of damage and forces all gear not explicitly protected to pass an item saving throw to avoid being ruined.
99	Eruption! Characters are subject to an earthquake (as above), and heavy soot and ash that deals 2d6 points of Constitution damage. In addition, they must pass a saving throw to avoid being hit by a lava bomb for 2d6 points of damage. Finally, there is a 1% chance that the defile they are walking through is in the path of the lava flow; they must then attempt an escape as though pursued by a monster. Those who fail are overtaken and suffer 3d6 points of fire damage.
00	As eruption above, plus roll for a random monster that is flushed from its lair by the eruption or who comes to investigate the disturbance.

Random encounters are rolled on the following table:

3D6	Random Encounter
3	Fire Giant (1d6)
4	Pyronymph (1d6)
5	Giant Ant (2d6)
6	Berserker (3d6) ¹
7	Mushroom Man (1d8)
8	Hobgoblin (4d6)
9	Shrieker (2d4)
10	Shambling Mound (1)
11	Giant Horned Lizard (1d3)
12	Fire Gnome (1d20)
13	Forgotten One (1d12) ²
14	Efreefi (1)
15	Beetlor (1d4)
16	Magmin (1d10)
17	Chimera (1d4)
18	Gargoyle (1d10) ³

Notes:

¹ Berserker encounters are with Chimerian warriors

² Treat forgotten ones as Neanderthals with low intelligence

³ The gargoyles of Chimeria dwell in small caves cut into the surface of a basalt pillar that reaches from floor to ceiling of one of the largest caverns in the system.

Copper Hills | Highland

When Irem was new, the tribes of the Copper Hills were already constructing cities of such loveliness as to nearly rival those of the ancient elves. They were warriors, poets, philosophers and priests who resisted the advance of Irem and who now resist nomad warriors from both west and east.

The Copper Hills are a range of highlands located just south of Trollheim (see NOD 28). They just barely appear on the northern edge of the map for this issue, but are worth a mention.

The hills include tall escarpments of reddish stone divided by belts of green grass and golden woodlands. Birch and oak predominate, with a smattering of juniper, ironwood, yew and cypress. Springs and lakes provide most of the water in the Copper Hills, with most claimed by monsters or humanoids.

Animals such as black bears, tigers, leopards, jackals and wolves hunt in the highlands, while aurochs, wild sheep, gazelles, ibex and red deer graze in the valleys. The horses of the Copper Hills are known for their dark grey coats with splashes of white, like starbursts, on their rumps.

The people of the hills are mostly farmers and herders. Despite the name, mining is scant in the hills, save for a few mines that produce precious stones and others that produce base metals near the Trollheim Mountains.

3D6	Random Encounter
3	Roc (1d10)
4	Worg (2d6)
5	Wolf (2d6)
6	Dragon, Copper (1d4)
7	Janni (1d3)
8	Manticore (1d4)
9	Leopard (1d4)
10	Chamrosh (2d4) ¹
11	Human—Warrior (3d6)
12	Tiger (1d2)
13	Gorgon (1d4)
14	Ogre mage (1d6)
15	Griffon (1d8)
16	Ghoul (2d12)
17	Karkadann (1d6)
18	Ogre (3d6)

Notes:

¹ The chamrosh is a winged wolf that hunts in small packs.

Chamrosh: Medium Monster; HD 2; AC 14; ATK Bite (1d6); MV 50 (Fly 80); SV 16; INT Animal; AL N; NA 1d6; XP 200 (CL 3)

Dread Kisthenes | Grassland

The savannah known as Dread Kisthenes dominates the hex crawl in this issue. Kisthenes is a vast, fertile plain of grassland, scrubland and a few rugged outcroppings of stone. Before the cataclysm, the Crimson Waste (see NOD 31) was the northern arm of the savannah.

Kisthenes is a fantastically colored grassland with the greens, browns and golds one might expect, but also outcroppings of blue-grey and green-grey stone and undulating plumes of pink, red, lemon yellow, white and blue grasses that make the plains look like a living rainbow. When you in add the brilliantly feathered dinosaurs that prowl the grasslands, the effect is stunning to behold.

Besides the dinosaurs, the grasslands are also home to numerous gazelles, elephants, rhinoceros, lions, leopards, cheetahs, asses, foxes, wolves and birds of prey.

3D6 Random Encounter

3	Scorpion Man (2d6)
4	Shedu (1d8)
5	Ghoul (2d12)
6	Vampire (1d6)
7	Demon sub-table
8	Hydra (1)
9	Unicorn (1d4)
10	Gnoll (1d6)
11	Human—Warrior (1d20) or trader (3d6)
12	Dragon, Blue (1d4)
13	Nymph (1d6)
14	Lion (1d10)
15	Wyvern (1d6)
16	Lammasu (2d4)
17	Dinosaur sub-table
18	Elephant (1d12)

DEMON SUB-TABLE

1D4 Random Demon

1	Alu-demon (1)
2	Gallu (1d4)
3	Glabrezu (1d6)
4	Succubus (1) ¹

DINOSAUR SUB-TABLE

1D6 Random Dinosaur

1	Brontosaurus (1d6)
2	Deinonychus (1d6)
3	Pteranodon (1d6)
4	Stegosaurus (1d8)
5	Triceratops (1d8)
6	Tyrannosaurus rex (1d2)

¹ Succubi masquerade as nymphs, but are known by their eyes of scarlet and gold.

Forest Perilous | Woodland

First appeared in NOD 6

The Forest Perilous is ancient woodland composed of oaks, hawthorns and willows. The trees are gnarled and twisted, and prove very difficult to traverse. Many small, quick streams flow through the woodland. Forest paths are almost always useless. Most end in traps set by ogres or pixies. Light in this woodland is never better than twilight.

The Forest Perilous surrounds the city-state of Lyonesse. Some suggest that only the devotion of the Lyons to Ceres keeps the forest and its monsters at bay.

The watery way is a network of tunnels beneath the Forest Perilous. Each tunnel is narrow and small; a normal sized man would have to crawl through them on hands and knees. The walls of these tunnels are clogged with roots. Water rushes through the tunnels, making them a subterranean river system. The tunnels lead into larger and larger tunnels until they reach a tunnel 20' in diameter. This tunnel holds a raging torrent destined for the Grete Myre. The svarts have a number of tunnels leading to this torrent, which they use as a water supply and for quick escapes.

3D6 Random Encounter

3	Treant (2d10)
4	Satyr (1d8)
5	Nymph (1d6)
6	Elf (1d20)
7	Owl, Giant (1d6)
8	Actaeon (1d4)
9	Leopard (1d4)
10	Dryad (1d6)
11	Unicorn (1d4)
12	Goblin (4d6)
13	Hag, Green (1)
14	Owlbear (1d6)
15	Brownie (3d6)
16	Wolf (2d6)
17	Ogre (3d6)
18	Wraith (2d8)

Golden Coast | Highland

First appeared in NOD 4

The Golden Coast consists of a large range of highlands bordering the Golden Sea. The highlands are as rugged as those of the Wyvern Coast to the southwest, but receive more rainfall and thus support more vegetation. The coasts have the thickest woods, including forests of date palms, sycamores and pistachios. The hinterlands have smaller copses of bay laurels, hazels, lindens, maples and spruces. Animal life is more plentiful on the Golden Coast, with the most common predator being lanky, golden-furred wolves. The highlands are pocked with dozens of artesian wells and bubbling springs. They are rich in gold, copper, tin and zinc.

3D6 Random Encounter

- 3 Cyclops (1d8)
- 4 Centaur (1d6)
- 5 Wolf (2d6)
- 6 Baccae (1d12)
- 7 Alce (1d6) or Hippogriff (1d6)
- 8 Chalkeion (1d6)
- 9 Gnoll (3d6)
- 10 Bear, Black (1d6)
- 11 Ram, Giant (2d6)
- 12 Dwarf (1d20)
- 13 Panthera (1)
- 14 Aurumvorax (1)
- 15 Gorgon (1d3)
- 16 Nymph (1d6)
- 17 Satyr (1d8)
- 18 Roc (1d3)

Hodeirah | Highland

Hodeirah is a continuation of the Taurus (see NOD 31), acting as a “bridge” between Chimeria and the Sturmdrangs. Hodeirah is composed of fertile valleys separated by jagged ridges. Scrub and brush grows on the ridges, while the spring-fed valleys are wooded. The valleys of Hodeirah are thick with game of all sorts, as well as wild cattle and asses. Plant life in the region includes olive trees, date palms, pine forests and evergreen shrubs.

3D6 Random Encounter

- 3 Shedu (1d8)
- 4 Ghoul (2d12)
- 5 Vampire (1d6)
- 6 Tiefling (1d8)
- 7 Aasimar (1d8)
- 8 Janni (1d3)
- 9 Human—Warrior (3d6)
- 10 Demon—Succubus (1)
- 11 Human—Berserker (3d6)
- 12 Ghost (1d6)
- 13 Harpy (2d6)
- 14 Angel—Astral Deva (1d3)¹
- 15 Lion, Spotted (1d8)
- 16 Stirge (5d6)
- 17 Deer, Giant (1d12)
- 18 Roc (1d10)

Notes:

¹ Will challenge the Lawful to wrestle while invisible; the Chaotic just get their butts kicked

Mnar | Wetland

When Dread Kisthenes was a shallow sea, Mnar was the lowest point in that sea. As the waters were drained, it became first a lake and then a marshland. Fabulously fertile, the lands around the marsh were heavily populated until a terrible doom from beyond the stars, a primordial curse, was laid on those lands and the wicked city-states that were fed by them.

In time, the vengeance of the Lawful god of Bethulia laid low those cities of Mnar, leaving behind ruins and sending the wicked Mnarites into other lands. Naturally, ruins and supernatural horror draw the adventurers into Mnar by the hundreds ... though few return.

3D6 Random Encounter

- 3 Ghoul (2d12)
- 4 Frog, Killer (3d6)
- 5 Ghost (1d6)
- 6 Gloom (1)
- 7 Hag, Green (1)
- 8 Otyugh (1d4)
- 9 Viper, Giant (1)
- 10 Leech, Giant (1d10)
- 11 Catoblepas (1d2)
- 12 Ooze, Gray (1d4)
- 13 Hydra (1)
- 14 Frog, Giant (2d6)
- 15 Mushroom Man (1d8)
- 16 Brownie (3d6)¹
- 17 Harpy (2d6)
- 18 Stirge (5d6)

Notes:

¹ Pot-bellied fellows who live on mushroom islands

Sturmdrangs | Mountains

First appeared in NOD 4

Named for the storm giants that dwell in the mountains and oversee the weather patterns of much of the Motherlands, the Sturmdrang Mountains are lofty, wild peaks of such beauty as rarely befalls on mortal eyes.

The Sturmdrang Mountains are connected to the western portion of the Great Yamas, and are lush and quite ancient. Many rivers originate in the snowbound peaks, with the Vusk merging with the Danu River and flowing into the Tepid Sea, and the Dinar, Scorda and Oeagrus emptying into the Golden Sea.

The slopes are covered with coniferous forests, and the valleys are choked with broadleaf forests. The mountains are rich with flora and fauna, including brilliant red poppies, edelweiss,

wild thyme, bilberry, black bears, wolves, foxes, martens, wild goats, badgers, lynx, eagles and bats. The most conspicuous inhabitants of the Sturmdrangs are the storm giants.

Unlike a world founded on immutable scientific laws, Nod's natural processes are more hand crafted. The natural progress of seasons, the patterns of wind, rainfall, etc. are all the labors of the fey and other agents of the Kabir, including their ancient defeated foes, the giants. Weather is the purview of the storm giants, and every region of Nod has a storm giant (or family of storm giants) assigned to govern its weather. The storm lord of the Motherlands makes his home in the Sturmdrangs, where he still accepts offerings and sends forth life giving rains and death dealing bolts of lightning.

3D6	Random Encounter
3	Roc (1d10)
4	Wild Man (3d10)
5	Alp (1d6)
6	Dwarf—Barbegazi (1d10)
7	Badger, Giant (1d4)
8	Dragon Ogre (1d4)
9	Ram, Giant (1d3)
10	Lynx, Giant (1)
11	Dwarf (1d20)
12	Carcohl (1)
13	Drude (1d6)
14	Elf (1d20)
15	Walgeist (1d6)
16	Musimon (2d6)
17	Bugbear (4d6)
18	Giant, Storm (1d8)

People

Chimerians | Human

Chimeria is a tough place, and the breed of humans who make it their own is even tougher. Originally settled by the ancient elves in the city-state of Galardis, the first humans to enter Chimeria were their slaves. When those humans escaped, they were forced to fight monsters, hobgoblins and their former masters to survive.

Chimerians are an admixture of Warudi and hobgoblin stock, with bronze skin, ebon hair, and vivid eyes that range from blue to green. They are tall and broadly built. Because of the heat of their volcanic homeland they do not dress overmuch, often entering combat naked with only their cat-like agility and broadswords to save them from their foes.

For every "level" of armor (the levels being Plate, Mail and Leather) that a Chimerian willingly forgoes, they gain a bonus

feat from the following list: Alertness, Bull Rush, Cleave, Grapple, Overrun, Power Attack, Sunder and Weapon Focus.

For example, a Chimerian thief who forgoes the ability to wear leather armor earns one bonus feat. A Chimerian fighter who forgoes plate armors earns one bonus feat, but she can earn two bonus feats for forgoing plate and mail armors and three for forgoing all forms of armor.

Note that these bonus abilities can be used even if feats are not normally allowed in your game.

Chimerian armies are armed as follows:

D%	Unit Armaments
01-40	Longsword, dagger
41-57	Battleaxe, dagger
58-63	Spear, dagger
64-69	Footman's flail, dagger
70-78	Longsword, dagger, shield
79-87	Battleaxe, dagger, shield
88-93	Longsword, dagger, mail shirt
94-95	Longsword, shield, light warhorse
96-97	Horseman's axe, shield, light warhorse
98-99	Horseman's axe, mail shirt, shield, heavy warhorse
00	Spear, giant lizard war-beast

Hyrkanians | Human

The humans of the Copper Hills are called Hyrkanians. They are related both to the Venatians and the people of Hodeirah, and bear some relation to the elemental peoples of the Trollheims to the north. They have olive complexion with black wavy hair and vivid eyes that they highlight with kohl. The men wear pointed beards and curved mustaches, and the women adorn their faces with paint and tiny gemstones.

Hyrkanian dress is colorful in the extreme. For men, the typical costume is pantaloons and a chemise. The pantaloons are full and baggy and worn with pointed boots or sandals. The chemise is also loose and breezy, but covered with a vest, with bracers to keep the sleeves out of the way. Turbans are tall and sometimes broad, and decorated with feathers (a good luck symbol to the people) and strings of ornamental stones. Women sometimes dress as men, though without the vest and with a longer, looser chemise that sometimes becomes a gown. Women wear slippers instead of boots, and paint their lips, cheeks and eyes.

Hyrkanian armies are armed as follows:

D%	Unit
01-15	Archer (AC 11) <i>Buckler, military pick, composite bow</i>
16-30	Cataphract (AC 16) <i>Heavy warhorse, barding, splint mail, light lance, long-sword, composite bow</i>
31-33	Elephant Archers <i>Elephant, driver (ankus), three archers (longbow, long-sword)</i>
34-36	Elephant Lancers <i>Elephant (scale barding, trunk flail +1d6 damage), driver (scale, ankus, composite bow), lancer (scale, heavy lance, composite bow)</i>
37-51	Horse Archer (AC 11) <i>Light warhorse, padded armor, scimitar, composite bow</i>
52-57	Immortal (AC 16) <i>Scale mail, shield, spear, short sword, composite bow</i>
58-67	Light Horseman (AC 11) <i>Light warhorse, padded armor, light lance, horseman's axe, composite bow</i>
68-74	Medium Horseman (AC 14) <i>Light warhorse, barding, scale mail, light lance, long-sword, composite bow</i>
75-77	Skirmisher (AC 11) <i>Buckler, dagger, javelins (3)</i>
78-80	Slinger (AC 11) <i>Buckler, dagger, sling</i>
81-00	Spearman (AC 11) <i>Shield, spear, short sword</i>

Kisthenites | Human

The Kisthenites are the men and women of the grasslands. Theirs is one of the earliest human civilizations, contemporary with that of Mu-Pan and Nabu. Like Mu-Pan, the Kisthenite civilization was not destroyed by a cataclysm.

Kisthenites have light brown skin and black hair that might be wavy or straight, but is rarely curly. They are known for their large, expressive eyes, which tend towards pale shades, and their generally stocky bodies. Men usually shave their heads or keep their hair extremely short. Women wear their hair long, and often in braids.

Men wear tunics and/or kilts, with their ceremonial dress usually in the form of kilts composed of colorful dinosaur feathers. Sandals are preferred to shoes, and long cloaks are added when the weather turns cold. Broad leather belts are worn when men need a place to sling their tools or weapons. Women wear shapeless gowns, sometimes cinched with belts.

Priests, Kings and Priest-Kings

In the beginning, each king of a city-state in Kisthenes was also the high priest (*enu*) of that city's patron deity. The priest-king performed many of the rites demanded by the god or goddess,

and in return, received his right to rule from the deity. Some city-states in Kisthenes still use this system, while in others a traditional king (*lugal*) has supplanted the high priest as the ruler of the city-state, the high-priest still running the temple's affairs and service as the deity's representative on Nod. Assume that a high priest or priest-king can cast spells as a 5th level adept if they have no levels in a spellcasting class.

Beneath the high priest and priest-kings is a staff of lesser priests, including one supervising priest (*šešgallu*, Adept 4), 1d6 exorcists (*āšipu*, Adept 3), 2d6 purifiers of the temple (*mašmašu*, Adept 2) and 2d6 priests to soothe the god's wrath and lull him to sleep with music and dancing (*kalū*, Adept 1).

The temple is the dwelling of the deity on Nod. Temples are usually constructed atop ziggurats. Temple complexes have living quarters for the priests, kitchen and pantries, guest rooms in case the deity's relations visit (no joke) and stables for the deity's chariot and animals. The deity is embodied in a stone idol, which is served banquets twice each day (the deity sitting behind a curtain to eat, as do kings and queens), is



dressed and washed and carried from the temple on certain holy days or to visit other city-states.

The idol dwells in a room separate from the rest of the temple, and only priests and the city-state's ruler may enter this room. The deities dwell within their idols, and thus can animate them as stone golems with the ability to cast spells (see "Masters of the An-Ki" article in this issue) in times of need.

Besides the priests, a Kisthenite temple is also staffed by laypersons, including male and female singers and dancers, craftsmen and sword-bearers.

D%	Unit
01-05	Archer (AC 10) <i>Short bow, short sword</i>
06-10	Skirmisher (AC 12) <i>Leather, throwing axe, short sword</i>
11-30	Light Footmen (AC 13) <i>Padded, shield, spear, short sword</i>
31-35	Lancer (AC 13) <i>Padded, shield, light lance, short sword, light warhorse</i>
36-45	Horse Archer (AC 13) <i>Studded leather, composite bow, short sword, light warhorse</i>
46-60	Archer (AC 14) <i>Scale mail, short bow, short sword</i>
61-65	Slinger (AC 14) <i>Scale mail, sling, dagger</i>
66-70	Horseman (AC 14) <i>Scale mail, light lance, short sword, composite bow, light warhorse</i>
71-80	Swordsman (AC 16) <i>Scale mail, shield, short sword</i>
81-95	Heavy Footmen (AC 16) <i>Scale mail, shield, spear, short sword</i>
96-00	Chariot (AC 14) <i>2 horses, driver, warrior (scale mail, short bow, light lance)</i>

Venatians | Human

The Venatians are the tribesmen of the southeastern Motherlands, stretching from Antigoon in the south to the Venatian League in the north. The Hyrkanians are kin to them, as are the Nomoi. Venatians typically have fair skin, hair color ranging from platinum blond to raven black, and eye color ranging from brown to green to blue, sometimes with metallic highlights that indicate elven heritage.

The Venatians that most concern us in this hex crawl are the highlanders of the Sturmdrangs, as well as the Venatians that people that Venatian League of city-states and who once served as the soldiers of Nomo in their province of Cisvenatia. The Nomoi founded these towns and cities as *castrum*, or military forts. They settled veteran legionnaires in these *castra*

and hired mercenaries from the local tribes to supplement them. When the Auld Empire fell, and Cisvenatia was cut off from Nomo and the commanders of these garrisons had to take on more expansive powers. While most of them still consider themselves loyal soldiers of Nomo and part of the empire, one among them, the duke of Ostia, has made peace with their freedom and plans to forge a new Venatian kingdom.

With hostile neighbors to the north, an ambitious neighbor to the south and no reinforcements from Nomo to protect them, the *castra* formed the Venatian League to pool their resources. The League is ruled by the College of Delegates. Each delegate is appointed by a count or duke to sit at the college in the central city of Gruffe. Entrance to the college requires a fee of 500 gp and rulers can send as many delegates as they can afford. Naturally, wealthy merchants are keen to sit as delegates, and many do because they can supply their own fee. Some of the craft guilds pay for a delegate as well.

Once a delegate has been accepted to the college, he has the right to sit until the next session when new papers of introduction and new fee must be presented to the Master of Arms. Since the rulers are not fabulously wealthy, they are in constant need of money for controllable delegates.

The college elects a dean to preside over each yearly session. The dean appoints a master of arms. The master of arms controls admission to the college and administrates the league's military forces, with each count or duke commanding their own forces in the field.

D%	Unit
01-11	Knight (AC 17) <i>Light warhorse, chainmail, shield, light lance, longsword</i>
12-26	Medium Horseman (AC 14) <i>Light warhorse, scalemail, lt. lance, javelins (2), longsword</i>
27-37	Light Horseman (AC 11) <i>Light warhorse, shield, light lance, longsword, javelins (2)</i>
38-44	Heavy Footman (AC 17) <i>Chainmail, shield, spear, short sword, throwing axe</i>
45-74	Medium Footman (AC 16) <i>Scale mail, shield, spear, short sword</i>
75-85	Light Footman (AC 13) <i>Padded armor, shield, spear, throwing axe, short sword</i>
86-89	Berserker (AC 11) <i>Shield, battleaxe, short sword</i>
90-00	Archer (AC 11) <i>Padded armor, short bow, short sword</i>

Most of the Venatian League's wealth comes from trade, as they sit on the trade route that connects Mu-Pan to the wealthy city-states of Lyonesse, Blackpoort and Antigoon, who in turn permit sea trade beyond.

Warudi | Human

The Warudi tribesmen, scions of ancient Irem, were covered in more depth last issue. The Warudi of Kisthenes are conquerors, and the eldest of them have started to become fat and decadent. The young men remain as vigorous as ever, but as their clans have been disrupted they have started losing their ties to their elders, and many now operate as brigands or mercenaries rather than serve their empire.

The Warudi of Ishkabibel are part of the red tribe. Their leader is called Baligant, and he is a man with a secret. Entranced by a vampiress while conquering the city-state of Obb, he is now one of them, hiding away in his citadel. He has launched a plan to bring the chaos goddess Tiamat into the material world, that she may conquer the entire world with Baligant at her side. This is a very dangerous thing to do, naturally, and will almost certainly end in the destruction of Ishkabibel and maybe everything else in the world.

Encounters with Warudi warriors are probably with brigands or slavers at this point. You can randomly determine the units present with the following table:

D%	Unit
01-05	Berserkers (AC 12) <i>Shield, kaskara and dagger</i>
06-25	Archer (AC 13) <i>Padded armor, shield, short bow, hand axe</i>
26-35	Tribesman (AC 11) <i>Padded armor, shield, spear, longsword</i>
36-45	Swordsman (AC 15) <i>Studded leather, buckler, spear, longsword</i>
46-50	Heavy Footman (AC 17) <i>Chainmail, shield, spear, longsword</i>
51-70	Light Horsemen (AC 11) <i>Padded armor, lance, scimitar, light warhorse</i>
71-80	Heavy Horsemen (AC 17) <i>Chainmail, shield, lance, longsword, heavy warhorse</i>
81-00	Horse Archer (AC 14) <i>Scale armor, short bow, short sword, light warhorse</i>





Hex Contents

0101. Electric Death | Monster

Four young blue dragons are curled up in a desert burrow, sleeping and dreaming of fat knights and piles of gold. This entire hex is honeycombed with tunnels and artificial sinkholes. Travelers have a 1 in 6 chance of triggering a sinkhole and falling into a 20' deep limestone vault that connects to one or more tunnels. These tunnels lead to other vaults and to the main dragon nest where the beasts keep their treasure.

Treasure: 4,900 cp, 7,700 sp.

Young Blue Dragon, Medium Dragon: HD 9 (18 hp each); AC 18; ATK 2 claws (1d4), bite (1d6); MV 40 (F150, B20); SV 12; AL LE; XP 2700; Special—30% chance of sleeping, speech, immune to sleep, resistance to electricity, breath weapon (60' line, electricity damage).

0104. Damisu the Damned | Stronghold

Damisu is a necromancer whose ill-repute extends well beyond Kisthenes and the Crimson Waste. A waxy-skinned wastrel, he speaks in a timid soprano, pausing every so often to apply an unguent to his dry, cracked lips. Damisu dresses in a silk loincloth which he thankfully hides beneath a robe of crow feathers. Upon his head is the skull of his former master, the Magistress Utena. Her remains went to making one of several patchwork women who now serve in Damisu's manse, a decrepit old sandstone structure in a low spot on the grasslands that is made soggy from a natural spring and littered with bones. The hex is patrolled by 12 grey gnolls (encounter on a roll of 1-3 on 1d6) armed with composite bows and falchions.

Damisu is a petty man, very competitive with other magic-users (sorcerers are beneath his contempt). He is obsequious when presented with a potential challenger, offering hospitality, but then setting the patchwork women on his guest at night. They drag the magician into the "arena".

In the arena, dozens of zombies gather around two stone pillars, each pillar being about 6' in diameter and raised 10' off the ground. Damisu stands atop one pillar, his foe on the other. If the foe falls to the zombies, he is torn apart.

If he is presented with a halfling girl with rosy cheeks and ebony locks, Damisu's heart stirs and his mind flashes back to a love long departed. How he reacts to this stimulus is up to the Treasure Keeper, but wooing is probably in the cards.

Treasure: 5900 cp, 1600 sp, large lapis lazuli (100 gp), silver flagon (100 gp) and a malachite bowl (100 gp).

Gnoll, Medium Humanoid: HD 2; AC 15 (leather, shield); ATK Weapon (1d8); MV 30; SV 16; AL CE; XP 100; Special—None.

Patchwork Woman, Medium Humanoid: HD 3; AC 10; ATK 2 fists (1d4) or lantern (1d6 + 1d6 fire + 1 level energy damage); MV 20; SV 15; AL CE; XP 300; Special—MR 10%, lantern causes fear, creatures killed by energy damage are possessed by spirit in lantern.

Damisu, Human Necromancer: LVL 11; HP 28; AC 9; ATK Silver dagger +4 (1d4); MV 30; SV 11; S12 I16 W12 D8 Cn11 Ch5; AL CE; XP 1100; Special—Alchemy, lore, spells per day (6/5/4/3/2/1), create scrolls, arcane knowledge (acid, flash powder, silver plating, distillation, glue); Gear—*potion of polymorph self, ring of djinni calling, rod of enemy detection.*

Spellbook: 1—*Cause Fear, Detect Secret Doors, Disrupt Undead, Erase, Ill Omen, Phantasmal Force, Ray of Enfeeblement, Read Magic, Sleep*; 2—*Command Undead, Ghoul Touch, Invisibility, Shatter, Spectral Hand*; 3—*Hold Undead, Invisibility Sphere, Sepia Snake Sigil, Vampiric Touch*; 4—*Animate Dead, Enervation, Stoneskin*; 5—*Magic Jar, Planar Binding I, Symbol of Pain*; 6—*Eyebite*

0109. Lord of Cattle | Monster

A herd of 200 wary aurochs is grazing in this hex. One of the beasts has a golden, sun-shaped spot on its hide. This creature is sacred to Lahar, the god of cattle. The aurochs are being stalked by three hyaenodons. If the adventurers save the sacred aurochs, Lahar appears and offers them a favor.

Aurochs, Large Animal: HD 8; AC 16; ATK Gore (1d10); MV 30; SV 13; AL N; XP 800; Special—Charge for double damage.

Hyaenodon, Large Animal: HD 4; AC 14; ATK Bite (1d8); MV 50; SV 15; AL N; XP 200; Special—None.

0111. Primordial Juggernaut | Monster

As adventurers tramp across this hex the ground ahead of them heaves and grows. The adventurers are assaulted by the odor of brackish water and sea slime. They then witness a massive stone construction shaped like a hybrid of crab and octopus emerge from the ground, dripping with primordial slime (useful to magic-users when making magic items). The beast quickly takes stock of the situation and takes a few swipes at the adventurers before turning on its heels and moving towards [3913], the ruins of the Great Tower.

Primordial Juggernaut, Huge Construct: HD 28 (120 hp each); AC 22 [+2]; ATK 2 slams (3d8); MV 20; SV 3; AL N; XP 8400; Special—Magic immunity (as stone golem).

0114. Unnan | Village

Unnan is a village of 70 woodsmen who are whittling down a large copse of pines sprawled across a murky hollow. With each tree they chop down they weaken the barriers holding back something terrible imprisoned beneath the earth. The pleas of the gentle wood spirits have gone unheard by the woodsmen, who are not attuned to such speech, but elves, halflings and druids will hear their warning. Outside of the

village there are numerous fortified farms (mud brick courtyards, walls about 10 to 1' high) populated by 560 peasants.

Treasure: 1,100 cp.

0121. Thraa | Dungeon

Thraa was once a great city-state, part of the Pentapolis lead by Magog [0832] that spread their control nearly to Ishkabibel in ancient times. That was before the punishment of Qos was delivered upon them for the worship of Pazuzu and other unclean practices. The city-states were dedicated to Qos, but power and wealth brought upon them the temptations of chaos, and they gave into that temptation.

Qos brought upon Thraa powerful winds that toppled the towers and wore what was left down to dust in a matter of hours. Poking through the earthen lumps that were once buildings, one might find buried entrances to the undercity, where unclean things might yet lurk.

0123. Halflings in Danger | Monster

Twenty giant ostriches are jaunting about performing their mating ritual. They are quite aggressive, and unfortunately a small wagon of steppe halflings has wandered into the area. The wagon is surrounded by the gangly birds and in danger of being turned over. There are seven halflings in the wagon, including the thieves Gatho and Mureva.

Treasure: 2100 cp.

Halfling, Small Humanoid: HD ½; AC 13 (leather, buckler); ATK Short sword (1d6) or sling (1d4); MV 20; SV 17; AL LG; XP 25; Special—Halfling traits.

Gatho, Halfling Thief: LVL 2; HP 7; AC 12 (leather armor); ATK Dagger +3 (1d4+2); MV 30; SV 16; S16 I10 W8 D10 Cn6 Ch14; AL N; XP 200; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +1d6, halfling traits.

Mureva, Halfling Fighter/Thief: LVL 3; HP 15; AC 13 (leather); ATK Short sword +3; MV 30; SV 15; S10 I6 W13 D13 Cn13 Ch9; AL CN; XP 300; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, riding, backstab +1d6, leadership, dominate, halfling traits.

0139. Chimeras | Monster

Atop a high plateau surrounded by towering peaks and an acrid haze curling up from cracks in the rocks there are four chimeras dicing for a Chimerian war-matron by the name of Allara Blood-Oath. A mother many times, Allara is now of advanced age and her children are now all dead. Should adventurers save her, she will adopt them and they will know the fierce (and slightly terrifying) love of a Chimerian mother.

Chimerian mothers train their children in the arts of war and hunting, and while they would gladly die for their children, they also expect great things of them, including producing a plethora of grandchildren.

Treasure: 4000 gp.

Chimera, Large Monster: HD 9; AC 16; ATK 2 claws (1d3), lion bite (2d6), sneak bite (1d4 + Poison III) and gore (1d4); MV 20 (F40); SV 12; AL CE; XP 900/10; Special—Breath fire (3/day, 30' cone, 3d8).

Allara Blood-Oath, Human Barbarian: LVL 4; HP 34; AC 17 (scale, shield); ATK Battleaxe +5 (1d8+2); MV 40; SV 14; S16 I10 W6 D15 Cn13 Ch10; AL N; XP 400; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 2/day, surprised (1 in 6), no bonus for flanking or back attack.

0145. Galardis | City-State

DEMOGRAPHICS

Population 19,610 (urban), 156,880 (rural)

Race Human, half-elf

Religion Vulcanus, god of the forge

Alignment Neutral (N)

AUTHORITY

Temporal Queen Hyra (N)

Spiritual Thos, High Priest of Vulcanus (N)

Human Druid: LVL 5; HP 17; AC 16 (+1 leather, shield); ATK +1 scimitar +2 (1d6); MV 30; SV 14; S8 I11 W16 D13 Cn9 Ch18; AL N; XP 500; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, spells per day (5/3/1); Gear—ring of force shield

Arcane Alcmède, Chief Librarian (LE)

Alcmède, Medium Humanoid: HD 2; AC 10; ATK Staff (1d4); MV 30; SV 16 (15 vs magic); AL LE; XP 200; Special—Magic (magic-user, 3rd).

DESCRIPTION

Theme Volcano city

Wilderness Mountains

Accent Greek

Vistas Towers, raised highways, remnants of an ancient city of basalt, worn and weathered walls, tarnished copper domes, and lazy citizens full of sarcasm

Names Admenos, Alcis, Alcmède, Amphne, Calaia, Cane, Cas, Creus, Danessa, Deirce, Eches, Hyra, Laedice, Leus, Oria, Penoché, Polytiu, Telaphi, Thos, Xanesa

Money Zambek (ep), Urk (cp)

Galardis is situated in a rocky valley between two dormant volcanos. Built by the ancient elves, it retains many of the wonders those folk were capable of including raised roadways and sturdy, massive towers. The city-state gets most of its food from trade with Blackpoort and Pfeife. Mining is the city's main source of income. Fine garnets are pulled from the surrounding hills, along with copper, tin and electrum. Galardis mints electrum and copper coins in a peculiar diamond shape.

The Valley of Galardis used to be a causeway for mystic energy that flowed between the ancient standing stones. When the Crown Stone was destroyed, the energy flow in the valley not only stopped, but the valley actually became a magical dead zone. The valley has a natural spell resistance of 60% that must be overcome to cast any spell or use any magic item.

The few magicians that dwell in Galardis live there so that they may plunder the vaults beneath its library. The undercity is a vast dungeon containing rare tomes and spellbooks from another age. These brave souls mostly find death from the wretched mutants that control the undercity or from cunning traps, animated statues or bizarre golems placed as protectors by the ancient elves. Some stories say that a lich lives in the deepest reaches of the vaults.

Galardis' population is smaller than its size would suggest. Many of the people in the city-state at any given time are transients heading somewhere else. A few are adventurers preparing to descend into the vaults. Most citizens are human, with notable minorities of half-elves, half-orcs, dwarves and gnomes. Galardis' professional class is dominated by the half-elves (the old guard) and the dwarves (the newcomers). Humans make up the lower and upper classes. Before the fall, they were relegated to the lower class.

Because much of Galardis is abandoned, even the most common Galardians live in splendid, well-furnished town houses. This is a mark of pride to them; they are known far and wide as an exceptionally prideful people. Most Galardians dwell in the center of the city around the citadel and grand library. The city's outskirts are mostly empty, but some outlaws and monsters make their home there. Though the raised roadways and central city are well patrolled, the guardsmen never enter the suburbs. When a particular outlaw must be brought back from the suburbs, the king hires adventurers or bounty hunters to do the dirty work.

Queen Hyra: Galardis is ruled by Queen Hyra, the descendant of a merchant prince who was elected to office by the city's elders over a century ago. She is a competent ruler, mostly interested in exploiting the surrounding mineral wealth and maintaining the city-state's independence. She wears a green garnet on her forehead that was once capable of granting its wearer the ability to read minds, but in Galardis' magical dead

zone it is merely capable of granting her a powerful intuition about people. She maintains a healthy interest in all of the mercantile operations in the city-state.

The Grand Library: The center of Galardis is dominated by the Grand Library. Galardis was once a center of alchemical research for the ancient elves. Many surviving experiments dwell in the surrounding hills and in the undercity. The librarians do not loan out books or scrolls. Prospective researchers must journey to Galardis and pay the same entry fee as adventurers on their way into the undercity. Magic-users who research spells in the Grand Library get a +10% bonus (+20% for transmutations) and alchemical research, including the construction of golems, gets a +30% bonus.

The Suburbs: The outskirts of Galardis are now abandoned, and thus have attracted more than a few bandits and monsters. Because of the threat these creatures pose to travel to and from the city, Queen Hyra pays a bounty on their heads equal to the monster's XP value in electrum pieces.

The Undercity: The undercity of Galardis is made up of the vaults beneath the Grand Library, cellars, basements, catacombs and sewers. Its primary inhabitants are mutants. They live in small bands. Other denizens include giant rats, creepy crawlers, rust monsters, various oozes and the descendants of a mated pair of cockatrices once kept at the Grand Library.

The "king of the undercity" is Belhom. Belhom was an elven archmage and the chief librarian at the time of the city-state's fall. Fearing the plundering of the vaults, he and a small group of followers gathered the most dangerous and valuable books and scrolls in the library and headed deep into the vaults. Along the way he set up terrible traps and magical guardians. Taking his vow to protect the Grand Library's secrets seriously, Belhom used its knowledge to become a lich. He exists to this day deep beneath Galardis guarding a fabulous horde of magical treasures and forgotten spells.

0147. Silver Column | Monster

Legend tells of a silver column in this hex, hidden amid the damp and musty giant mushrooms of a fungal forest. Lycanthropes seek this column out, because those legends also say that it can cure them of their disease. The column stands at the end of a long tunnel lined with carved columns in bas-relief. If the silver column is touched by a lycanthrope, it puts them permanently in their animal or a humanoid shape, but does not actually remove the disease from their systems. In other words, they can still transmit it.

It so happens that three werewolves are searching this hex for the silver column. So far, they have fared badly and their tem-

pers are frayed. They have been attacked by mutants, and one of the werewolves has been poisoned by mutant blood.

Werewolf, Medium Monster: HD 4; AC 15 [silver]; ATK 2 claws (1d4) and bite (1d6); MV 40; SV 15; AL CE; XP 400; Special—Curse.

0214. E'-Buzur | Stronghold

The savannah in this hex is littered with hundreds of brightly painted doors stuck fast to the ground. Most of these doors open to stairways that lead to caves (a one-way trip) all over the region, but 1% lead to tunnels that end in the "House of Secrets", where a mute brotherhood that communicate via telepathic eye-rays worship the mysterious god of secrets, Baalika. The brotherhood is led by golden-masked Sisadi, and includes 12 low-level clerics in iron masks.

Baalika resembles a tall, stately woman with an hourglass figure, huge blue eyes and pitch black skin. Coming within 30' of the idol causes a secret to emerge from a person's mind as a globe of silver light. These globes orbit the idol like stars.

Priest, Medium Humanoid: HD 3; AC 15; ATK footman's mace (1d6); MV 30; SV 15; AL N; XP 300; Special—Magic (Cleric, 3rd).

Sisadi, Human Cleric: LVL 10; HP 48; AC 21 (plate armor, shield); ATK Horseman' mace +6 (1d4+1); MV 30; SV 12; S11 I13 W15 D13 Cn14 Ch10; AL LN; XP 1000; Special—Conversion, healing, turn undead, spells per day (6/4/3/3/2); Gear—*scroll of protection from undead, pearl white spindle ioun stone, ring of fire elemental command.*

0147. Gomer's Pile | Monster

Gomer was an ancient king of Chimeria, nearly slain while defending his citadel (which once stood where Galardis now stands) from the ancient elves. Having slain multiple elven lords and wizards and thrown back three waves of elven warriors, Gomer finally fell to an *arrow of slaying*. His warriors were forced to retreat into the mountains, carrying his nearly lifeless body with them. They journeyed up the slope of a volcano in this hex and said prayers to the spirits of earth and fire, and commended their lord to their care.

Days later, the priests of the Chimerians began receiving visions of their lord sleeping within the volcano along with messages that he would one day return. It is now a tenet of Chimerian belief that King Gomer lies entombed under the basalt of the now dead volcano attended by pyronymphs. When the time for his rebirth arrives it will be heralded by a massive explosion from the cone of the volcano and a flight of thousands of fiery bats. Gomer will unite the Chimerian tribes, destroy Galardis, re-establish his kingdom and crush the civilized thrones of the surrounding nations under his sandaled feet.

0218. Soothing Music | Monster

Five giant ants are surveying the grasslands for the site of a new colony. They have been drawn by a wandering minstrel's music and stand before him swaying their heads in time with the plucking of his harp. The minstrel, Yannis, is an elf from Galardis seeking his fortune in the world. Unfortunately for Yannis, his fingers grow tired and his throat dry.

Giant Ant, Medium Vermin: HD 3; AC 17; ATK Bite (1d8), sting (1d4 + 1d4 acid); MV 50 (C20, B10); SV 15; AL N; XP 300; Special—None.

Yannis, Elf Bard: LVL 3; HP 11; AC 15 (scale); ATK Longsword +3 (1d8+1); MV 30; SV 15; S15 I10 W17 D13 Cn13 Ch18; AL CG; XP 300; Special—Carouse, lore, read languages, climb walls, hear noise, hide in shadows, move silently, open locks, pick pockets, spells per day (4), music (fascinate, counter music).

0224. Sinister Search Party | Wonder

A wight and seven gnolls armed with composite bows are searching through the ruins of an old stronghold in this hex. They are employed by the lich Namhazzu and are searching for transistors from ancient ophidian machinery. The lich hopes to increase its intelligence with a large, bulbous helmet it has been working on for decades. Unfortunately, good ophidian salvage is scarce and the handful of transistors the lich needs have eluded him for years. The gnolls and wight recently fought off a hungry dinosaur [0325]. Namhazzu impatiently awaits his minions return, which will probably also mean their demise.

Wight, Medium Undead: HD 4; AC 15; ATK Slam (1d4 + 1 energy drain); MV 30; SV 15; AL CE; XP 1200; Special—Spawn; Treasure—8 gp, *elemental gem.*

Gnoll, Medium Humanoid: HD 2; AC 15 (leather, shield); ATK Battleaxe (1d8); MV 30; SV 16; AL CE; XP 100; Treasure—20 cp each.

0233. Flock of Hawk Men | Monster

A flock of twelve hawk man warriors has alighted by the river to drink and rest. They are journeying back to their homes in Chimeria after a successful trade mission to Briganteum (see **Nod 31**). Some want to stop in Bethulia on the way back to see the sights, while the others just want to hurry home.

Hawk Man, Medium Monster: HD 1; AC 14; ATK Bite (1d4) or weapon (1d8); MV 30 (F40); SV 16; AL N; XP 100; Special—None.

0235. Vygo's Secret Tower | Stronghold

An old farmstead rests here in a secluded valley. The farmstead is a ruin, with only the chimney still standing. The chimney hides a pseudo-dimension in time and space, a fractal wonderland wherein dwells Vygo, a wizard who most believe is dead. He dwells with six apprentices, thirteen vat-grown

concubines (each a different color with a number grown onto their forehead) and walking slimes who were people that opposed or frustrated Vygo. The stronghold is a confusing place, appearing as strange intersections of translucent planes. The planes are like hallways, the vertices chambers. One must maneuver through the maze with their mind, allowing their bodies to be completely motionless and thus slide along the planes and into the vectors.

Treasure: 1300 cp, 700 sp, 400 gp, four +1 bolts, +1 shield (emblazoned with a double helix), +1 scimitar.

Walking Slime, Medium Aberration: HD 2; AC 11; ATK Slam (1d6 + turn into slime); MV 20; SV 16; AL CE; XP 600; Special—Immunity (cold, electricity), attacks turns people to slime on natural '20'.

Vygo, Human Magic-User: LVL 10; HP 17; AC 10; ATK Dagger +3 (1d4); MV 30; SV 11; S10 I14 W10 D9 Cn6 Ch4; AL N; XP 1000; Special—Alchemy, lore, spells per day (6/4/3/3/2), create scrolls, arcane knowledge (soda water, gunpowder, flash powder, acid); Gear—ring of feather falling, rod of metal & mineral detection, eyes of petrification.

0238. Friendly Neighborhood Athachs | Monster

A cave in this hex is home to a family of three athach, relations of the athach that rules Ashtaroth [NOD 31, Hex 7037]. They are as evil and foul as their kinsman and have amassed quite a fortune in their cave. The coins are tied up in bundles made from untanned mastodon skin, so they smell terrible.

Treasure: 9200 sp, 3000 gp.

Athach, Huge Giant: HD 14; AC 19; ATK 3 clubs (2d6), bite (2d10 + Poison II) or 3 rocks (2d6); MV 50; SV 10; AL CE; XP 1400.

0241. Randis | Village

Randis is a citadel of 1,260 Chimerian warriors. Even though the Chimerians of Randis have the normal barbarian distrust of magic, their chieftain Othar owns a magic sword which he intends to use for big things. Othar has made several raids into the suburbs of Galardis and now feels he can make a serious push into the city-state in search of treasure that can be used to bring more warriors, including foreign mercenaries, to his banner. He believes he can conquer Galardis with this army.

Treasure: 2400 cp, 2300 sp.

Chimerian, Medium Humanoid: HD 1+1; AC 13; ATK Battleaxe (1d8); MV 40; SV 16; AL N; XP 50; Special—None.

Chimerian Chieftain, Medium Humanoid: HD 5+1; AC 15; ATK Battleaxe (1d8+1); MV 40; SV 14; AL N; XP 250; Special—None.

0243. Valk | Village

Numerous small caves carved into a basalt cliff in this hex are home to 540 Chimerian warriors. They have a ragged appearance, having recently been attacked by an army of hobgoblins who tunneled up from below into the valley. The valley still holds numerous gaping, smoking holes from whence the hobgoblins came and the fungal creatures of the valley have been blighted by the smoke. The Chimerians are hungry, so they are pondering a raid against Randis [0241] for food.

The lord of Valk is a heavysset warlord named Thontor, who has uncharacteristically reddish hair. He wears an *amulet of mighty fists* and thus prefers to fight bare-handed.

Treasure: 1300 cp, *amulet of mighty fists* +3.

Chimerian, Medium Humanoid: HD 1+1; AC 13; ATK Battleaxe (1d8); MV 40; SV 16; AL N; XP 50; Special—None.

Thontor, Medium Humanoid: HD 5+1; AC 14; ATK 2 fists (1d2+3); MV 40; SV 14; AL N; XP 250; Special—None.

0245. Giant Flirt | Monster

Three storm giants are relaxing in a bubbling spring, telling tales and banking lightning bolts off the valley walls around them as a way to pass the time. Two of them are young women from Chimeria. The other is from the Sturmdrangs. He is telling them nonsense about "practically running the place".

Storm Giant, Huge Giant: HD 15; AC 16; ATK Slam (1d12) or weapon (3d12) or boulder (900 ft./4d6); MV 40 (S40); SV 9; AL CG; XP 1500; Special—Immunity (electricity), control weather; Treasure—10 gp each, and one has a *potion of E.S.P.*

0304. E'-Engur | Stronghold

The ziggurats of Kisthenes were once lively houses of the gods and goddesses, surrounded by walled settlements and ruled by high priests. That was before the coming of the Warudi. Now, the walls of Enki's domain have been toppled and the people enslaved. A marilith demon of Tiamat has been left to guard the ziggurat from those loyal to Enki.

If adventurers can get past the marilith demon they find the ziggurat's entrance walled up by stone and fire. The priests have been walled up inside and might soon die of starvation.

Within the depths of the ziggurat, the surviving priests and the high priest, Nunni, feel betrayed by their Lord Enki but enjoying the fruits of his magic, as the interior is thick with grape vines, figs and bubbling springs. The priests are drunk and the high priest, a gangling fellow with a high forehead and narrow eyes, is in an abrasive mood. He feels abandoned by Enki – his

faith is wavering – and is contemplating speaking elder words of an evil tongue to summon a demon of his own.

Marilith, Large Outsider: HD 7; AC 13 [+1]; ATK 6 swords (2d10) and tail (2d4 + constrict); MV 40; SV 13; AL CE; XP 2100; Special—MR 80%, immunity (electricity, poison), summon demon (50%); Spells—At will—*Charm person, comprehend languages, darkness, levitate, polymorph self, project image, pyrotechnics, teleport without error*; 1/day—*mental barrier, mind blank, psionic blast, psychic crush, thought shield*.

Priest, Medium Humanoid: HD 3; AC 15; ATK footman's mace (1d6); MV 30; SV 15; AL N; XP 300; Special—Magic (Druid, 3rd).

Nunni, Human Druid: LVL 10; HP 36; AC 15 (+1 *leather*, shield); ATK +2 *dagger* +6 (1d4+2); MV 30; SV 12; S8 I13 W17 D11 Cn13 Ch16; AL N; XP 1000; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, immune to poison, spells per day (5/4/3/3/2); Gear—*potion of charm person, ring of climbing, rod of splendor*.

0318. Arin | Village

Arin is a village of 160 swamp people. They hunt and gather in the swamp and herd domesticated constrictors that they use for their meat and skin. Another 1,280 people dwell around the village in stilt-huts, hunting and tending swamp apple trees. Like most swamp people, the Arinites pray to weird gods. They still tell stories of Ibb, where their ancestors once reigned. The Arinites wear loincloths and carry wicker shields and simple spears. An elevated road leads from their village towards Thraa, though it gives out somewhere in [0219].

Treasure: 2000 cp, 1000 sp.

0325. Wounded Dinosaur | Monster

A lone tyrannosaurus rex is lurking in a copse of palms near a small fresh spring. He is wounded, with several arrows stuck in his hide, including one in his neck.

T-Rex, Huge Animal: HD 18; AC 15; ATK Bite (4d8 + constrict); MV 40; SV 8; AL N; XP 1800; Special—Grab prey.

0333. Breastplate of Bones | Wonder

Hanging from the thorny branch of an acacia tree is a breastplate made of human bones. Although the armor looks merely decorative, it is a +1 *breastplate* that causes mindless undead to believe that the wearer is one of them. Alas, the wearer also begins to believe this. Each week, one point of the wearer's wisdom is "misplaced" – treat this as wisdom damage of which the character's player is unaware. As one's wisdom lowers, they begin to see the undead as friends, rather than as potential enemies, and do not fear their touch.

0334. E'-Nisag | Village

A village (90 urban, 720 rural) of mud huts decorated with white pebbles is clustered around a large temple of Tammuz, the god of vegetation. Smaller shrines to the grain goddess Ashnan and the canal god Enkimdu are located outside of the village among the farmsteads. The temple is adjacent to a nunnery of priestess-wives of Tammuz, their abbess being Ilara, a motherly sort with a will of iron. The villagers are hers to protect and nurture, whether they like it or not. For the most part, the peasants like it, although few of them enjoy the epic guilt trips Ilara can lay on them when she has decided that some behavior modification is in order. She is assisted by twenty nuns who dress in green robes bedecked with amber beads.

Treasure: 1800 sp.

Priest, Medium Humanoid: HD 3; AC 15; ATK footman's mace (1d6); MV 30; SV 15; AL N; XP 300; Special—Magic (Druid, 3rd).

Ilara, Human Druid: LVL 9; HP 24; AC 15 (*leather*, shield); ATK Scimitar +5 (1d6); MV 30; SV 12; S12 I11 W15 D15 Cn10 Ch16; AL N; XP 900; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, immune to poison, spells per day (6/4/3/2/1); Gear—*scroll of animate stone, rod of metal and mineral detection*.

0338. Dragon Dung | Monster

Five dwarven were-beetles are pushing a massive ball of dragon dung up a narrow defile in the mountains. Naturally, the adventurers will be heading down the defile in the other direction when they meet. The were-beetles plan to use the dragon dung to power their forge hidden higher in the mountains, so to complete a magic helm for a duergar king.

Dwarf Were-Beetle, Small Monster: HD 4; AC 17 [S]; ATK Bite (2d6) or weapon (1d8) and bite (2d6); MV 20 or 60; SV 15; AL N; XP 400; Special—Lycanthropy, dwarf abilities.

0340. Flooded Village | Monster

This hex holds a flooded Chimerian village. The people have left, and now they haunt the hills in small raiding parties (encounter 3d6 Chimerians on a roll of 1-3 on 1d6). The village was flooded when the Chimerians tangled with three were-beetles [0338], who used their engineering skills to collapse an ancient dam that was holding in a reservoir.

Treasure: Jasper (5 gp).

Chimerian, Medium Humanoid: HD 1+1; AC 13; ATK Battleaxe (1d8); MV 40; SV 16; AL N; XP 50; Special—None.

0407. Hospice of the Silver Mist | Wonder

There is an old Nomoi hospice in this hex. It has seen better days and many of the staff have abandoned the place over the years. Three elderly women, Simla, Pallia and Cypria, still live here and tend to the sick. They do their best with the medicines they have available, but when the need is dire they must rely on their secret. Assuming at least three people are interred in the hospice, one of the women loosens a gemstone eye from a strange idol in the room. The idol depicts a thin, wolf-headed boy in a loincloth made of animal skin. His eyes are small opals. When an opal is removed from the idol at night, a silver mist pours from the idol and fills the room. The mist completely heals (and *cures disease* and *neutralizes poison*) everyone in the room but one random person, who dies.

Treasure: 3400 sp.

Priestess, Medium Humanoid: HD 3; AC 10; ATK footman's mace (1d6); MV 30; SV 15; AL LG; XP 300; Special—Magic (Cleric, 3rd).

0409. Laying Eggs | Monster

Nine giant wasps swarm over a brontosaurus corpse, implanting their eggs in the rotting flesh.

Giant Wasp, Large Vermin: HD 3; AC 15; ATK Sting (1d6 + Poison II); MV 20 (F60); SV 15; AL N; XP 300; Special—None.

0412. Unnash | Village

Unnash is a small, trashy village of gangly men and women and their dirty children. They herd goats, harvest wild grains, and don't seem to have any craftspeople other than potters. The village is huddled around the ruins of a mud-brick stronghold. One tower of the stronghold still stands, despite have a few gaping holes in the walls, and at the top of this tower there is a large fire pit that was apparently once a beacon.

The village was associated with Ibb and fell into disrepair when that city fell and trade no longer flowed between it and those to the north. Raids by gnolls have driven just about anybody worth a darn from Unnash, but the gnolls have never found the hidden cache of treasure hidden beneath the ashes that fill the fire pit atop the tower.

Treasure: 1,900 sp.

0415. Duck-Billed Dinosaurs | Monster

Seven iguanodons have ventured here from Mnar to visit a salt lick. Their presence has made other game scarce.

Iguanodon, Huge Animal: HD 14; AC 13; ATK Bite (2d6) and tail (3d6); MV 40; SV 10; AL N; XP 700; Special—None.

0418. Domed Dinosaurs | Monster

Five pachycephalosaurs sup on the tender leaves of trees that clog the shores of Lake Mnar. One of them has gotten into some loco weed so he now lurks away from the others, ready to strike out at strangers. The dinosaurs are mostly feeding on vines that cling to a white stone dome. If that domes could be breached (it is made of cement 2 feet thick), one would find a large construction of corroded metal holding many strange lenses. The construction is half submerged in the swamp water. A submerged tunnel leads from the dome to a crude blockhouse about 300' away. The blockhouse is littered with strange skeletons with silver bands clamped on their misshapen heads. A brown pudding inside this blockhouse guards a treasure of 4000 gp.

Pachycephalosaur, Large Animal: HD 6; AC 13; ATK Butt (2d6); MV 30; SV 14; AL N; XP 600; Special—Charge for double damage.

Brown Pudding, Huge Ooze: HD 11; AC 14; ATK Touch (3d6 acid + engulf); MV 20; SV 11; AL N; XP 3300; Special—Immunity (acid, cold, poison), resistance (weapon), dissolve organic material.

0421. Damsel in Green | Wonder

A woman sits on a stone head of Moloch. The head once belonged to an idol of the devil, but now it is overgrown with dainty flowers and looks harmless. The woman in swathed in a long green gown beaded with serpentine, a green cloak and long green gloves. She wishes to purchase souls on behalf of a client whose identity she will not reveal. The woman is perfectly nice, but very businesslike. Her gloves feel like human skin, but her skin feels like nothing.

0426. Hapless Hermit | Monster

Five rock baboons are tormenting a hermit, who has crawled with great difficulty to the top of a crystal pillar that pulses with bad vibes. The vibes, caused by the hermit's fear, is enraging the baboons, which will attack anything that approaches nearby. Alas, the adventurers will also have to save vs. the bad vibes or join battle with the baboons happily and then set upon killing the hapless hermit, Gigor, an exile from Bethulia.

Rock Baboon, Medium Monster: HD 2; AC 14; ATK Bite (1d3) and club (1d4); MV 40; SV 16; AL N; XP 100; Special—None.

Gigor, Medium Humanoid: HD 3; AC 10; ATK club (1d4); MV 30; SV 15; AL LG; XP 300; Special—Magic (Cleric, 3rd).

0428. Kadatheron | Wonder

Kadatheron, city of the bronze pillars, where men with blue-black beards drove scythed chariots down broad thoroughfares while the throng tossed rose petals. Here they returned after conquering Sard and raiding ancient Zaduk. Pride was their sin, and Qos punished their pride with fire.

Now Kadatheron is a pile of ashes and charred brick. The bronze pillars that once lined the royal road have melted into heaps. Only the grand temple of Moloch still stands. The roof appears to have been lifted off the structure, and there is no sign of the rubble. Within the temple the walls are black, and the altar has been nearly split by a great bronze spear.

Should anyone approach this spear, they hear a weird buzzing and rumbling in the clouds and they feel the ground shake and the air become hot. Touching the sphere causes a 12d6 fire storm to appear around the toucher and the spear, who stand in a dead zone about 5' in diameter. The flames are initially 20' in diameter and 100' tall. Each round that the spear is held, the flames grow 10' in diameter and 50' taller.

When the flames reach 1,000' in height, a giant golden hand reaches down from the heavens and carries the holder of the spear away unless they invoke the name of a Lawful deity.

0429. The Bloody Door | Dungeon

A rocky promontory here has an old wooden door attached to its side. The door looks normal enough, perhaps a little warped, but anyone making contact with it will find their hands covered with blood. This blood cannot be removed through any means short of *wish*, and it has the nasty side effect of attracting carnivores and vampires (increases chances of random encounter, makes hiding impossible).

The only way to wash off the blood, which begins creeping up the arms and eventually covers the entire body, is to delve into the dungeon behind the door, where there is a magic pool in which one can bathe away the blood.

0434. Enormous Trader | Monster

A mountain giant has come down from Chimeria to trade 30 stolen sheep for a colossal amount of wine. The sheep are kept in the giant's sack and perished on their trip from the mountains, so they are creating quite a terrible odor. The mountain giant, Shish, is a precocious teen and he may become violent if he is denied wine by yet another "small one".

Mountain Giant, Huge Giant: HD 16; AC 17; ATK Club (2d6) or boulder (5d6); MV 40; SV 9; AL CE; XP 800; Special—None.

0444. Zandar | Town

Zandar is a large Chimerian citadel ruled by King Korg and his consorts, the sorcerous Vargo triplets. The citadel looks over the river, which is thick with fungal monsters and thus a fertile hunting ground for the 226 Chimerian warriors and their families (3,294 additional people). They also employ 31,360 peasants and slaves to work fields on pastures behind their citadel.

Treasure: 3300 cp, 1000 sp.

Chimerian, Medium Humanoid: HD 1+1; AC 13; ATK Battleaxe (1d8); MV 40; SV 16; AL N; XP 50; Special—None.

King Korg, Human Barbarian: LVL 12; HP 72; AC 19 (splint, shield); ATK +1 holy water sprinkler +11 (1d8+3); MV 40; SV 10; S16 I16 W11 D15 Cn15 Ch6; AL N; XP 1200; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 4/day, +10 movement, surprised (1 in 6), no bonus for flanking or back attack; Gear—+1 holy water sprinkler, scroll of detect magic, rod of absorption.

0501. Dreadful Caravanserai | Monster

A caravanserai in his hex lies abandoned, despite being on the route from Ishkabibel to the Crimson Waste. The place is now the lair of a brown pudding, which bubbles up from the northern well. Of the other two wells, one is dry and leads to a hiding place where the old caravanserai master hid amphorae of wine and the family's best silver (worth 200 gp). The other well has potable water with a coppery taste.

Brown Pudding, Huge Ooze: HD 11; AC 14; ATK Touch (3d6 acid + engulf); MV 20; SV 11; AL N; XP 3000; Special—Immunity (acid, cold, poison), resistance (weapon), dissolve organic material.

0511. Unctus' Ruins | Stronghold

The Nomoi conjurer Unctus had a nice tower in this hex, surrounded by pleasant gardens and pools of rainbow eels that projected prismatic brilliance through the gardens. Androgynous servants with light orange skin and large silvery eyes kept the tower immaculate and saw to every need and desire of Unctus, a wizard in his dotage preparing to meet the source of his success, a god-thing from the Silver Dimension who peers into our world through mirrors and who can enter our world through the eyes of Unctus' dead wife.

The wizard and his surviving servants are now locked in the top of the tower, having survived a raid by 35 Warudi nomads from Ishkabibel. A party of them is now delving below the tower in the wizard's dungeons in search of a magic crystal they need to quicken the formation of Tiamat in Ishkabibel. The Warudi are led by Banzir zin'Oodi, a favored servant of the Alakthar. What they may also find is the body of Unctus' wife, now frozen into ice to keep the god-thing at bay.

Treasure: 3700 cp, 2100 sp, small chrysoprase (1 gp), sardonyx (1 gp) and star sapphire (1 gp), medium chrysoprase (5 gp), large peridot (100 gp) and tourmaline (2,000 gp).

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

Banzir zin'Oodi, Human Fighter: LVL 7; HP 40; AC 22 (+2 plate armor, shield); ATK 1+ weapon +6; MV 30; SV 14; S10 I15 W10 D10 Cn15 Ch10; AL N; XP 700; Special—Riding, leadership, dominate.

Unctus, Human Conjurer: LVL 10; HP 10; AC 10; ATK Fists +2 (1d2-1); MV 30; SV 11; S8 I20 W10 D9 Cn8 Ch11; AL NE; XP 1000; Special—Alchemy, lore, spells per day (6/5/4/4/2), create scrolls, arcane knowledge (compass, sneezing powder, hypnotize, acid); Gear—*ring of spell storing III*, *potion of resistance to acid*, *scroll of magic missile*, *scroll of acid arrow*, *rod of security*, *headband of intellect 20*.

Spellbook: 1—*Detect Poison*, *Feather Fall*, *Grease*, *Jump*, *Mage Armor*, *Ray of Frost*, *Summon Monster I*, *Unseen Servant*; 2—*Acid Arrow*, *Glitterdust*, *Summon Monster II*, *Web*; 3—*Flame Arrow*, *Hold Person*, *Stinking Cloud*, *Summon Monster III*; 4—*Black Tentacles*, *Dimension Door*, *Summon Monster IV*; 5—*Summon Monster V*, *Wall of Stone*.

0516. Golden Obelisk | Wonder

A crooked golden obelisk juts from the swamp in this hex. Touching the obelisk turns one's hand into pure gold to a peal of illusory laughter that emanates from the swamp. The touch of one of these golden hands turns living creatures to gold (saving throw negates) for 24 hours. The obelisk is well stuck and its curse follows it from the swamp.

0518. Rainbow Waters | Wonder

A rectangular portal floats in mid-air above Lake Mnar in this hex. Rainbow-colored water flows from the portal and into the lake, sending prismatic spirals across the lake's surface. Bathing in these colorful waters makes one resistance to one random form of energy and vulnerable to another for one week.

0519. Falek the Hermit | Stronghold

Falek is a weird little illusionist who established his sanctuary in this swamp to avoid people. His round tower is 40' tall. Assassin vines crawl over the tower's lower portions, their flowers dripping a sweet liqueur that creates an iridescent moat that gives off intoxicating fumes. Falek exists in a daze. His illusions have gotten away from him and he now hides at the top of the tower claiming to be held here by the evil warlord Kurush, who is a figment of Falek's powerful imagination.

Treasure: 3700 cp.

Falek: LVL 11; HP 33; AC 10; ATK +1 *dagger* +4; MV 30; SV 11; S9 I13 W12 D10 Cn14 Ch14; AL N; XP 1100; Special—Alchemy, lore, spells per day (6/4/4/3/2/1), create scrolls, arcane knowledge (glue, acid, compass, algebra and geometry, phosphorus); Gear—*potion of locate object*, *wand of invisibility* [6], treasure map.

Spellbook: 1—*Animate Rope*, *Change Self*, *Color Spray*, *Light*, *Phantasmal Force I*, *Prestidigitation*, *Read Magic*, *Ventriloquism*; 2—*Blur*, *Invisibility*, *Mirror Image*, *Phantasmal Force II*, *Phantom Trap*; 3—*Displacement*, *Invisibility Sphere*, *Spectral Force*, *Stinking Cloud*; 4—*Hallucinatory Terrain*, *Illusory Wall*, *Rainbow Pattern*; 5—*Break Enchantment*, *Dream*, *Mirage Arcana*; 6—*Permanent Illusion*.

0524. Rainbow Dates | Wonder

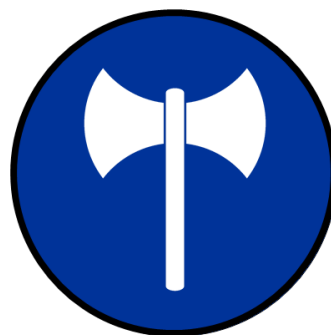
A herd of seven camelopardals are grazing on wild date palms. One of the palms is especially tall, with very dark purple fruit. Each of the seven fruits on the palms holds a tiny sleeping sprite that can be heard snoring daintily. If freed, the sprites soar into the sky, leaving behind a rainbow of glitter that acts as a *protection from evil* effect upon on those on whom it falls for one week.

Camelopardis, Large Animal: HD 4; AC 12; ATK Butt (2d4) or bite (1d8); MV 40; SV 15; AL N; XP 200; Special—None.

0532. Royal Pool | Monster

A pool surrounded by tall palms and protected by a trio of harpies serves as the sacred bath of the queens of Kisthenes. When a woman ascends the throne of a city-state, she comes here with a large retinue of warrior women and handmaidens to bathe in the holy waters. The pool is sentient, and should one who is not female and of royal blood step foot in it, it rears up as a huge water elemental and exacts punishment.

Water Elemental, Huge Elemental: HD 16; AC 19 [+1]; ATK Slam (2d6); MV 20 (S50); SV 9; AL N; XP 4800; Special—Dispel magic fire, whirlpool (10 minutes per day).



0534. Bethulia | City-State

DEMOGRAPHICS

Population 12,640 urban, 101,120 rural

Race Human

Religion Qos, king of heaven, creator of the cosmos

Alignment Neutral (LN)

AUTHORITY

Temporal King Aduma (N)

Spiritual Euron, Prophet of Qos (LN)

Human Prophet: LVL 6; HP 29; AC 12 (studded leather); ATK 1 staff +3 (1d3+1); MV 30; SV 13; S11 I12 W16 D7 Cn10 Ch15; AL LN; XP 600;

Special—Covert, benefice, turn undead, lieutenant, miracles per day (5/3); Gear—Rod of metal and mineral detection, treasure map

DESCRIPTION

Theme Ancient Judea

Wilderness Hodeirah Hills

Accent Middle Eastern

Vistas Pink walls, roads lined with white stone and paved with gravel, potted palms, chattering white ferrets kept as pets, white-washed buildings with flat rooves, men in long skirts and leather sandals, their hair and beards oiled, women in gauzy scarves and brightly colored gowns, their toes decorated with rings

Names Agarr, Barrog, Chael, Dar, Euron, Gobar, Gwaz, Heden, Jamma, Kella, Lithin, Mabeth, Saebbe, Zabin, Zalm, Zinna

Money Mana (gp), Shekel (sp), Utu (cp)

Bethulia is a splendid city nestled in golden hills amid valleys of green palms heavy with dates, thorny scrub, brilliant magenta flower spikes and silver bellflowers. The city has tall walls of pink and grey stone and imposing round towers with battlements. Each tower bears tile mosaics of heroes fighting demons, dragons and wizards. The city gate is made of oak, with one side painted green and the other blue. All along the ramparts pace soldiers in tall helms and white tunics, horns made from ram's horns at their sides to raise alarms.

The city was the home of the tribe of Hodeirah, who were nearly wiped out by the evil magicians of Domdaniel. Thalaba, the last survivor, expanded the village into large town under the guidance of Qos (see sidebar).

The Bethulites were conquered several times by the cities of Kisthenes, but always managed to win their freedom in the end, usually with the assistance of the clerics and prophets of Qos, who favored Bethulia as a center of his cult on Nod.

In the Valley of Bethulia, one finds trees heavy with dates and fields of barley and wheat. The hills and slopes of the valley are dotted with small, domed farmsteads and the manors of the nobility, which are decorated with tiled floors of floral splendor in blues, greens and magentas. Trains of donkeys move goods through the valley and beyond and there are many herdsmen of sheep, goats and geese.

Bethulia is not a friendly place to magic-users. They are barred from entering the city and its territory and are hunted down when they do enter. Since magic is useful and laws are made to be bent (if not broken), sorcerers are permitted in the city-state under special circumstances. All sorcerers must officially be slaves of one of the wealthy families of the city-state. These slaves must give 25% of their earnings to their so-called masters, who often end up under the sorcerer's control. As slaves,

Qos (Kabta, Maḥdianna)

Mighty, Lofty One of Heaven

Rank: Major Deity

Portfolio: Light, weather, metallurgy, kingship

Servants: Inevitables

Priests: Clerics, prophets

Symbol: All-Seeing Eye

Alignment: Neutral (LN)

Qos is an expression of the Igigi called Ad, who represents pure Law. He is the master, therefore, of the polyhedroids and inevitables, using the former to maintain the structure of the cosmos and the latter to punish law breakers.

The deity appears as a powerful man with a white beard holding a five-pronged lightning bolt in one hand. He sits on a golden throne that represents the Sun and is flanked by two celestial white bulls or shedu. A rainbow-halo surrounds his head and he can raise the intensity of this rainbow to the point where it is a blinding.

Members of Qos' cult learn the spell *Prismatic Arrow*.

Qos, Large Outsider: HD 30 (620 hp), AC 25 [+4], ATK 1 slam (6d6), MV 60' (Fly 600'), SV 2, SA—Regenerate, MR 95%, magic use (C9, D9, M9), inspire awe, magic immunity, immune to disease, electricity, fire and poison, resistance to acid, cold and sonic energy; SP—*Color spray, command, comprehend languages, continual light, control weather, control wind, gate, geas/quest, heal, light, lightning bolt, prismatic arrow, prismatic spray, prismatic wall, rainbow pattern, restoration, searing ray, sleet storm, storm of vengeance, teleport without error, tongues, true resurrection*

Prismatic Arrow (Evocation)

Level: Cleric 3

Range: 120'

Duration: Instantaneous

This spell evokes an arrow of light that shifts through all the colors of the spectrum. It springs forth from the cleric's open hand, and requires an attack roll to hit.

If the spell hits, it deals a random form of damage based on its color at the time of impact (roll d6):

(1) Red, 2d6 fire damage; (2) Orange, 2d6 acid damage; (3) Yellow, 2d6 electricity damage; (4) Green, Poison III; (5) Blue; 2d6 cold damage; (6) Violet; 2d6 force damage.

the sorcerers have no legal rights in Bethulia. They are required to live in the poor quarter and dress as beggars.

These requirements run at odds to the natural personalities of the sorcerers and the reality of their immense power. For that reason, the best among them live in mansions in the poor

quarter that are disguised to look like crumbling tenements and ruins on the outside, but are decorated like palaces on the inside. Their presence in the poor quarter makes them the de facto leaders of the poor and downtrodden, positions they use for both good and ill. They obey the sumptuary laws by wearing clothing that looks tattered, but which is often made of well-cut silk and satin. This has earned them the nickname of *tatterdemalions*. Since that word does not technically denote magical ability, it is the preferred name of sorcerers in Bethulia. As beggars are dirty and unkempt, tatterdemalions make a gesture towards this by putting a small smear of ashes on their foreheads. These ashes are, for the most powerful tatterdemalions, the remnants of expensive incenses and rare woods.

While the city streets of Bethulia are patrolled by 140 guardsmen in leather armor with bucklers, short swords and slings, the domain is guarded by an army of 450 warriors. The city-state's warriors are equipped as follows:

D%	Unit
01-20	Archers (AC 12) <i>Leather armor, short bow, hand axe</i>
21-35	Axemen (AC 14) <i>Breastplate, battle axe, dagger</i>
36-50	Horsemen (AC 16) <i>Scale mail, shield, light lance, khopesh</i>
51-60	Horse Archer (AC 16) <i>Scale mail, shield, composite bow, short sword</i>
61-65	Camel Archer (AC 11) Buckler, khopesh, composite bow
66-70	Slings (AC 10) <i>Sling, dagger</i>
71-95	Spearmen (AC 16) <i>Scale mail, shield, spear, short sword</i>
96-00	Zealot (AC 10) <i>Short sword; berserkers</i>

0536. Hippogriffs | Monster

Six hippogriffs, including two colts, are flying over this hex towards the mountains. Hippogriffs often journey to the grasslands to mate and give birth and then fly back to the mountains with their young.

Hippogriff, Large Monster: HD 3; AC 15; ATK 2 kicks (1d4), bite (1d8); MV 50 (F90); SV 15; AL N; XP 300; Special—None.

0540. Hawk Men | Monster

A tribe of hawk men has taken up residence in an old Chimerian citadel, a brutalist bastion of basalt stretched around a narrow peak and overlooking three valleys thick with fungal monsters. The hawk men have been raiding the surrounding settlements and then selling their plunder in Galardis. Their

prince Voltaro has in his possession the adamantine sword of a Chimerian brave. The brave, Ull, is on the trail, and may be seen climbing the mountain and being harassed by the hawk men by adventurers moving through the hex.

Treasure: 5700 cp, 2400 sp.

Hawk Man, Medium Monster: HD 1; AC 14; ATK Bite (1d4) or weapon (1d8); MV 30 (F40); SV 16; AL N; XP 100; Special—None.

Ull, Human Barbarian: LVL 2; HP 10; AC 16 (studded leather, buckler); ATK Bastard sword +4 (1d8+2); MV 40; SV 15; S17 I13 W9 D16 Cn13 Ch12; AL N; XP 200; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 1/day, surprised (1 in 6), no bonus for flanking or back attack.

Prince Voltaro, Hawk Man Fighter: LVL 6; HP 32; AC 14 (+3 buckler); ATK Morningstar +6 (1d4+1); MV 30; SV 14; S13 I8 W6 D15 Cn10 Ch10; AL N; XP 600; Special—Riding, leadership, dominate; Gear—ring of shooting stars, immovable rod.

0545. Spider Shaft | Dungeon

There is a deep shaft in this hex that bellows out a thick, icy mist during thy daylight hours. At dusk, it vomits forth bat swarms that hunt throughout the hex until sundown, when they return. The shaft is crossed by a narrow stone bridge. In the depths there is an ancient temple complex of the drow.

Dungeon Notes: Finished rooms are rough-hewn and not completely finished. The stone is orange-yellow. The natural cavern stone is pale yellow and they have floors covered in 1d12 inches of bat guano. The guano dust is a choking hazard. Those who do not cover their mouths must pass a saving throw each minute to avoid nausea, and then suffer 1d4 points of damage per round until they reach a safe place.

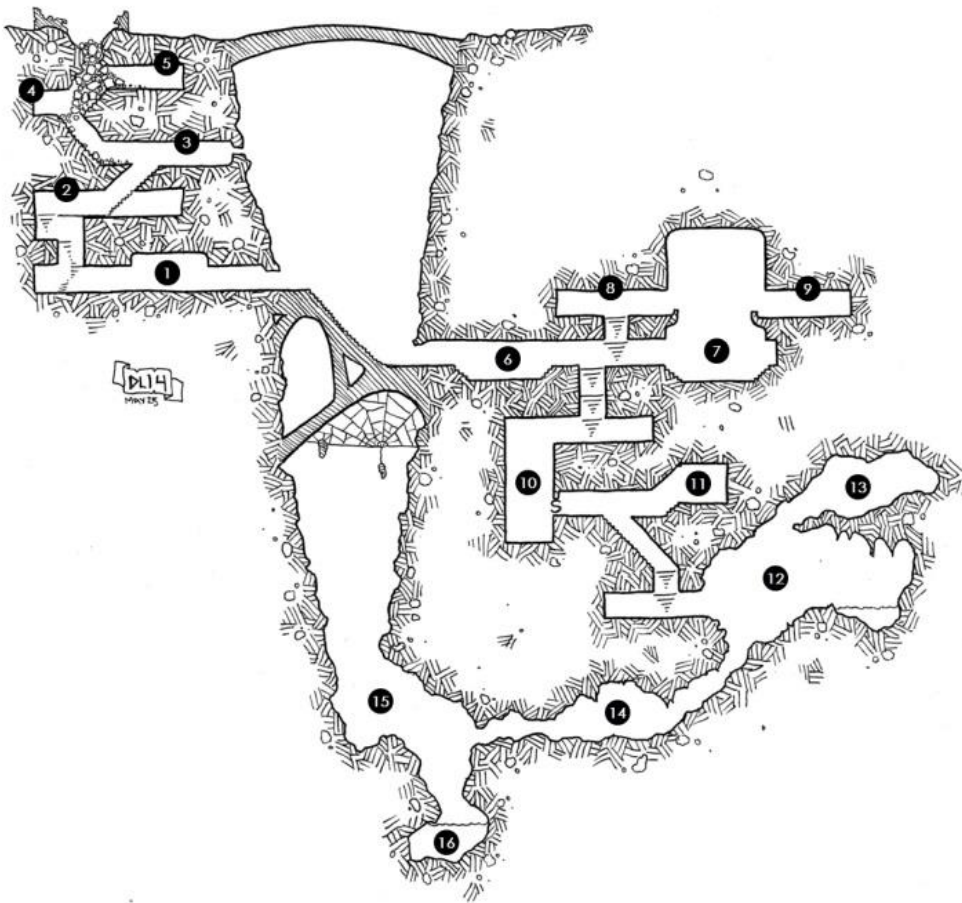
[1] Nine dwarf bodies, decomposed to the bone, in chainmail and carrying hand axes and shields. One lies in a pile of sand, and this sand can rise up as a dust phantom. Room also holds 6d6 gold pieces and four small baubles.

Dust Phantom, Medium Undead: HD 4; AC 16 [Silver]; ATK Strike (1d6 + 1 level energy drain); MV 30 (F60); SV 15; AL CE; XP 1200; Special—Always attacks target with most coins and gems (value), become whirlwind for 1 minute per day (10 ft. radius, 1d6 damage per round, can only be harmed by area effects or magic weapons).

[2] Gemstones (five small baubles, three small gems) are scattered around the headless body of a clockwork automaton.

[3] An old guard chamber holds three steel crossbows and 30 crossbow bolts, plus three jars of flaming oil.

[4] A tool shed with picks, shovels, lanterns and a poltergeist.



Fiendish Fire Bat, Medium Monster: HD 4; AC 13 [Silver]; ATK Bite (1d8 + 1d6 fire); MV 10 (F40); SV 15; AL CE; XP 1200; Special—Blindsight, resistance to fire, vulnerable to sonic energy, heat (all within 5 ft. suffer 1d6 fire damage per round, save for half damage).

[8] This temple antechamber holds nine leather cloaks and cowls with pointed bat-ears on them.

[9] This temple treasure chamber holds 7400 cp, 5900 sp, 2000 gp and a *blaster*. The treasure is inside clay jars suspended within a gelatinous cube.

Gelatinous Cube, Large Ooze: HD 4; AC 12; ATK Slam (1d4 + 1d4 acid + anesthetic); MV 20; SV 15; AL N; XP 1200; Special—Surprise (3 in 6), immune to cold, electricity, fear, paralysis, polymorph).

[10] This deep shaft holds a pile of splintered bones (5d6 points of falling damage). The bones are piled up to the level of the secret door. Underneath the bones (which are 10' deep) are 9 cp, 8 sp, 17 gp and a quarterstaff with silver tips.

[11] A crystal urn (250 gp) in this alcove holds magic vinegar that grants immunity to disease and poison, for 24 hours. Drinking it forces a person to pass a saving throw or vomit up the vinegar and receive no benefit. Once a person vomits, they cannot attempt to drink again. The urn weighs 200 lb..

[12] This cave is home to three bat swarms. The bats are easily spooked. At the bottom of the pool is what appears to be a skull, but which is really the skull-like head of an automaton that has sapphire eyes (see room 2 above).

Bat Swarm, Tiny Animal: HD 3; AC 16; ATK Swarm (1d6); MV 5 (F40); SV 15; AL N; XP 300; Special—Blindsight, bleeding wounds.

[13] The ruler of the complex, a bat monster, lives in this cave on a stone throne engraved with bat symbols. Apparently, it is the last of its kind.

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Poltergeist, Medium Undead: HD 1; AC 11 [Silver]; ATK Slam (1d6); MV F50; SV 16; AL CE; XP 300; Special—Incorporeal, natural invisibility, rejuvenation, imprisonment (see *Grit & Vigor*).

[5] Iron chest with an old poison needle trap (no danger) holds 2,500 cp and a *brooch of shielding* bearing the face of a smiling dwarf maiden with a braided beard.

[6] Three living iron statues in the shape of bat people. The room has six silver plates (each worth 100 gp) embedded in the floor. When the statues stand on them and people get between them, they are electrocuted for 1d6 damage.

Living Iron Statue, Medium Construct: HD 4; AC 18; ATK 2 fists (1d8); MV 10; SV 15; AL N; XP 400; Special—Stick weapons.

[7] A temple dedicated to Kaqchikel, an evil bat god. The temple holds an altar in ceramic of a tall man with a human body, clawed feet and hands, bat wings, bulging eyes and fangs that protrude from the top and bottom lips. Before the altar there is a smoking pit of bat guano from which emerges a giant bat composed of fire if the temple is disturbed.

[14] This cave holds one bat swarm (see above).

[15] This chasm is 25' across, and offers no ledge. It is swathed in chill mists (-2 penalty to climb checks). A giant ice spider lurks below the bridge above.

Ice Spider, Medium Vermin: HD 2; AC 14; ATK Bite (1d6 + Poison III); MV 30 (C20); SV 16; AL N; XP 200; Special—Resistance to cold and slashing and piercing weapons, throw web 8/day, ice body (2d6 points of cold damage to the touch).

[16] This pool of freezing water creates the mists that rise from the cave during most of the day. A +3 *sword, frost brand*, is embedded in the rock under the water. To free it from the stone, one must dive to the bottom of the pool, hold their breath and roll 5d6 under their strength score. Each dive carries with it 1d6 points of cold damage and 1d4 points of strength damage from the numbing effect of the water. Three skeletons at the bottom of the pool are testimony to the difficulty in performing this task.

0548. Felden | Village

Felden is a camp of 100 brigands, their families and servants, about 800 people in all. Many are exiles and outlaws from the surrounding city-states who are looking for a new start. That doesn't stop them from robbing travelers through the woods, of course, but at least they feel bad about it.

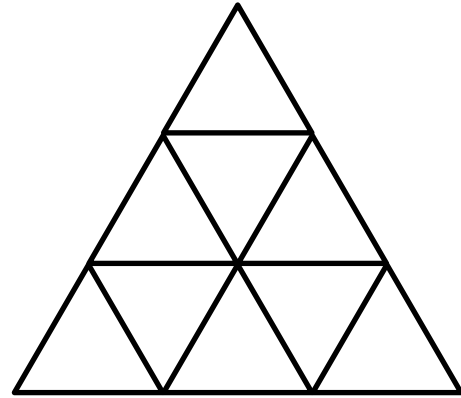
Treasure: 3200 cp, 2800 sp.

Brigand, Medium Humanoid: HD 1; AC 15; ATK Weapon (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

0603. Ishtar's Fire | Monster

There is a large statue in this hex of a sirrush, a snaky-necked monster of Mesopotamian myth. The statue is carved from a single piece of quartz and is cool in the moonlight and hot in the sunlight. On the nights of a full moon, an ivory-skinned woman with tightly-curved ebon hair scented with fragrant oil can be seen sitting before the statue. Before her, there is a clay tablet with a triangular figure etched into it.

She asks adventurers for one precious stone for each triangle on the tablet. There are thirteen, so if thirteen gems or jewels are placed on the tablet, the quartz melts away to reveal a sirrush with scales like lapis lazuli and a golden collar. This is Izi-Ishtar, the "Fire of Ishtar", and a guardian beast of Ishkabibel. If the adventurers include a paladin or cleric dedicated to Ishtar, the monster is willing to help them attack the Alakthar's citadel in Ishkabibel. Otherwise, it will direct them to a secret way into the citadel, but will not help.



Sirrush, Large Monster: HD 20; AC 25 [+2]; ATK 4 claws (1d8), bite (2d8); MV 40; SV 3; XP 10000; Special: Regenerate, MR 50%, resistance (electricity, fire).

0609. Lunch Time | Monster

Eight quetzalcoatluses nip at the carcass of an elephant. The beast is garbed in the partially shredded colors of the wizard Unctus [0511]. The monsters do not care to share their meal.

Quetzalcoatlus, Large Animal: HD 10; AC 17; ATK 2 claws (1d6) and bite (3d6); MV 20 (Fly 60); SV 12; AL N; XP 1000; Special—None.

0613. War Chariot | Wonder

A war chariot with scythed wheels lies tangled in weeds here. Those inspecting it might hear a groan come from the object, for it is animated and magical. A bronze lion face on the front is capable of speech. The chariot is intelligent and pessimistic, but will be glad for company despite its complaints. The war chariot, named Umuzzu, remembers when the Pentapolis was still alive and humming, and he is quick to warn people against living a sinful life and sharing its fate.

War Chariot, Large Construct: HD 4; AC 14; ATK Slam (1d8); MV 20; SV 15; AL N; XP 200; Special—None.

0616. Ibb | Monster

Ibb was once a flourishing city in the swamps of Mnar, where silver was dredged from the soggy landscape. This made Ibb one end of a trade route that ran to Magog and then through the other four towns of the ancient Pentapolis.

Ibb was built atop the ruins of a pre-human city, so it was sheer folly for men to settle there. The batrachian idols of that elder city were dredged up from the swamp and used to decorate Ibb's royal palace. In time, this angered the Xaoc, who were worshipped in elder Ibb, and they raised the waters of the lake and swamp, flooding Ibb with poisonous frogs, dizzying green mists and brackish black waters. Those who did not drown fled the city-state and brought their sinful ways to the other towns of the Pentapolis (which would be summarily

punished by the Lord of Law in a manner at least partially inspired by the doom that befell Ibb).

The soggy ruins of Ibb yet lurk in the noisome growths of Mnar, walls and towers and even simple stone homes overgrown by vines and slimes. Adventurers poking through the ruins must face 3d6 killer frogs, the guardians of Ibb. They are most often found around the sunken palace, a partially flooded dungeon where there dwells a hypnohead in a vault of alien wonders.

0620. Lord Niditu | Stronghold

A boisterous warlord by the name of Niditu established a small castle here in a mad bid to resettle the lands of the Pentapolis. He commands 30 men-at-arms and 10 knights, all notable for their green tunics and shields emblazoned with a white hawk.

Niditu is aided in his quest by the lovely cleric Saba, who prays to the Lord of Law and wishes to reestablish his cult in the land he destroyed. She claims inspiration from a sphere of light that descends in the night to speak to her, but has been cruelly deceived by an imp who really has no grander plan than to ruin her and the paladin for laughs.

Treasure: 2100 cp, 3600 sp.

Man-at-Arms, Medium Humanoid: HD 1; AC 16 (scale, shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Knight, Medium Humanoid: HD 1+1; AC 17 (chain, shield); ATK Lance or longsword (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Imp, Tiny Outsider: HD 3; AC 20 [Silver]; ATK Sting (1d4 + Poison II); MV 20 (F50); SV 15; AL LE; XP 900; Special—Immune to fire and poison; SP—*Commune with greater devil* (1/week), *detect good*, *detect magic*, *invisibility (self)*, *suggestion* (1/day).

Saba, Human Cleric: LVL 4; HP 16; AC 16 (banded, shield); ATK Horseman's mace +2 (1d4+1); MV 30; SV 14; S9 I7 W12 D5 Cn8 Ch20; AL LG; XP 400; Special—Conversion, healing, turn undead, spells per day (4/2); Gear—*potion of enlarge self*, *cloak of charisma 20*, *wand of spiritual hammer* [6]

Niditu, Human Paladin: LVL 11; HP 53; AC 16 (plate armor); ATK *+1 bearded axe* +11 (1d6+3); MV 30; SV 11; S13 I12 W14 D5 Cn14 Ch16; AL LG; XP 1100; Special—Riding, detect evil, immune to disease, smite chaos 3/day, halo, silver spurs, religious badge, coat of arms, lay on hands, cure disease 2/week, turn undead, warhorse (+2 HD), cleric spells (5/2/2); Gear—*cloak of resistance* +1.

0624. Ilarnekk | Wonder

Ilarnek was the prettiest of the cities of the Pentapolis, with walls of golden marble and buildings painted lavender and amber. It was known for its fine white cattle and harmonious goats. It was not only pride in these things that brought doom

upon Ilarnekk, but also envy towards those things the city lacked. This pride and envy were brought to the city along with the worship of Asmodeus and Agrat. Thus was the ground under Ilarnekk rent open, dropping the city into the ground. The descendants of Ilarnekk yet dwell in the caves of this rubble-strewn canyon, tormented to this day by pitchfork wielding imps that keep them in a perpetual state of savagery. The mass of the people live in the ruined temple of Asmodeus, where they squat atop his toppled idol, eating meat raw and relieving themselves on the demon lord's image.

Imp, Tiny Outsider: HD 3; AC 20 [Silver]; ATK Sting (1d4 + Poison II); MV 20 (F50); SV 15; AL LE; XP 900; Special—Immune to fire and poison; SP—*Commune with greater devil* (1/week), *detect good*, *detect magic*, *invisibility (self)*, *suggestion* (1/day).

0634. Cave Dwellers | Monster

The River Iardanos is home to a clan of fifteen cavemen. The cavemen have lived here for ages and agreements with Bethulia keep them free of harassment from outsiders. The cavemen live in the hills and come to the river to fish and gather herbs. They are kindly folk. Their leader Gerute is capable of fantastic calculations, which the sage priests of Bethulia value highly.

Treasure: 2600 cp.

Neanderthal, Medium Humanoid: HD 2; AC 12; ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

0645. Habethet | Stronghold

Habethet is a half-elf barbarian, the issue of a Chimerian chieftain and an elven maiden he rescued from mutants in the suburbs of Galardis. She has more courage than charm, but has established a hill fort in this hex populated by 50 warriors drawn from all over the Motherlands and 400 peasants who rely on them for protection.

Treasure: 3800 cp.

Man-at-Arms, Medium Humanoid: HD 1; AC 16 (scale, shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Habethet, Half-Elf Barbarian: LVL 12; HP 93; AC 20 (splint, shield); ATK *+1 greatsword* +12 (1d10+3); MV 40; SV 10; S17 I10 W9 D16 Cn17 Ch13; AL CG; XP 1200; Special—Half-elf traits, climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 4/day, surprised (1 in 6), no bonus for flanking or back attack; Gear—*potion of locate object*, *scroll of protection from magic*, *rod of lordly might*.

0648. Wyverns | Monster

Three wyverns have made a lair in this hex, in a cave in a pistachio tree hollow. The wyverns are ending a long slumber, and have become aware of Felden [0548].

Wyvern, Huge Dragon: HD 7; AC 17; ATK Bite (2d8), sting (1d6 + Poison IV); MV 20 (F60); SV 13; AL N; XP 3,500; Special—None.

0705. Uciar | Town

DEMOGRAPHICS

Population 3,290 urban, 26,000 rural

Race Human

Religion Tiamat, goddess of the abyss

Alignment Neutral (N)

Uciar is an old town that has had many masters. Over the centuries, it has fallen under the rule of several city-states, the Nomoi and now the Warudi nomads. The people have learned the value of passivity. With each new set of conquerors, they bow their heads and pay their tribute and hope that business goes on much as normal.

Uciar is best known for its magnificent gardens. It is less known for its smuggling operations, which are used to get citizens of Ishkabibel to Gwenth. The Warudi operate a thriving slave market and fighting pits in the town. Former priestesses of Minerva have been pressed into service as gladiatrices and it is those priestesses that head the operation to sneak slaves out of Uciar to safety. They are led by Iuvenia.

The current ruler is Bassa zin'Silsila, an ambitious but incompetent boob who manages to miss the smuggling ring that exists right under his nose. He commands 190 nomads.

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

Priestess, Medium Humanoid: HD 3; AC 10; ATK footman's mace (1d6); MV 30; SV 15; AL LG; XP 300; Special—Magic (Cleric, 3rd).

Iuvenia – 4th level cleric; *wand of 1st level cleric spell* [9]

0708. The Emerald Depths | Dungeon

An earthquake in this hex has caused the ground to break apart, thrusting up a large chunk of earth and opening a passage into an ancient laboratory of the ophidians. The quake has released many monsters held in suspended animation into the complex, and an ophidian with a gang of lizardman servants is now delving into the place in an attempt to find the complex's self-destruct button.

A band of synthetic men is delving into the place from deeper within the earth searching for *power bracers* once manufactured by the ophidians.

The deepest portions of the dungeon are carved from a massive living emerald that generates deadly creatures of solid

green light to defend itself. The *heart of the emerald* is a powerful talisman for conjuring demons.

0712. Sinezzu | Stronghold

This hex holds a forgotten monastery of wrestlers in the ancient tradition. The men and women train for hours and hours, unprotected from the elements, until many have fallen unconscious from exhaustion. Those who are not strong enough to crawl up the steps to the small pyramid in the courtyard do not eat or drink, and are left to die by their comrades. The master of the monastery is Sinezzu, a strapping young elf with cruel grey eyes and a shaved head. He teaches 20 junior monks (roll 1d4+1 for level) and 30 level 1 novices.

Treasure: 3700 cp.

Novice, Human Monk: LVL 1; HP 4; AC 11; ATK Slam +1 (1d4+1); MV 30; SV 15; AL LN; XP 100; Special—Acrobatics, climb walls, hear noise, hide in shadows, move silently, open locks, read languages, surprised (1 in 6), stunning attack.

Sinezzu. Elf Monk: LVL 12; HP 46; AC 18; ATK 3 slams +10 (3d4+2); MV 60; SV 10; S16 I5 W24 D17 Cn9 Ch11; AL LN; XP 1200; Special—Acrobatics, climb walls, hear noise, hide in shadows, move silently, open locks, read languages, surprised (1 in 6), stunning attack, deflect arrows, hit creatures only struck by +2 weapons, speak with animals and plants, immune to disease, poison and slow, geas and quest spells, feign death, 90% resistance to mind reading and control, heal own wounds; Gear—*peript of wisdom 24*.

0722. Rainbow Tower | Stronghold

The illusionist Nisab has raised a tower of solid light in this hex. It looks like a swirling tower of rainbows, dazzling to the eye and garish to those with good taste. One can enter the tower through any part of the surface if Nisab wishes them to do so or if they can dispel her magic and face her guards and wards. Purple squid things slink through the tower, figments of Nisab's slightly disturbed imagination, serving her whims and killing her enemies.

Nisab is falling deeper and deeper into insanity, as the bizarre images that move through her tower testify. Those who stay long are assaulted by phantasmal killers and nightmares. If they survive these assaults and manage to find Nisab, they discover a youngish looking half-elf woman with red-rimmed eyes. She is disheveled and in distress, and needs help.

Help can be given by removing from her head the immense, invisible creature that looks something like a puffer fish with evil eyes and its jaws locked around Nisab's head, transferring through telepathy her secrets to the Shadow Lord that lurks in the depths of the Great Tower [3913].



Treasure: 5900 sp, small moonstone (1 gp), medium tiger's eye (5 gp) and turquoise (5 gp), large agate and serpentine (100 gp each), +2 platemail, +2 warhammer, staff of healing.

Purple Squid Thing, Small Aberration (Incorporeal): HD 4; AC 17 [Silver]; ATK Tentacle slap (2d4 + anesthetic slime*); MV 10 (F30); SV 15; AL CN; XP 400; Special—MR 10%, anesthetic slime (as fatigue; those who fail save by 5 or more suffer hallucinations), immune to mind control and illusions.

Nisab, Human Illusionist: LVL 11; HP 25; AC 10; ATK Dagger +3 (1d4-1); MV 30; SV 11; S8 I12 W9 D10 Cn10 Ch13; AL N; XP 1100; Special—Alchemy, lore, spells per day (5/4/4/3/2/1), create scrolls, arcane knowledge (algebra and geometry, poison I, phosphorus, adamantine, distillation); Gear—scroll of screen, potion of heroism, hat of conjuring.

Spellbook: 1—Audible Glamer, Color Spray, Endure Elements, Floating Disk, Magic Aura, Phantasmal Force, Prestidigitation, Summon Monster I; 2—Acid Arrow, Invisibility, Mirror Image, Phantasmal Force II, Scorching Ray; 3—Displacement, Invisibility Sphere, Spectral Force, Summon Monster III; 4—Dispel Wounds, False Forest, Phantasmal Killer; 5—Dream, Persistent Illusion, Shadow Evocation I; 6—Cone of Paralysis, Programmed Illusion.

0732. Mad Marik | Monster

Marik is a hermit who dwells atop a tall stone pillar erected by members of his Lawful church. He sits atop the pillar, chanting and praying and calling down angels, who he says are often to

be found floating in the air around him. Those who attend him and send up some food or other offerings might manage to get a benison from the angels, providing they deserve it.

Marik, Medium Humanoid: HD 3; AC 10; ATK club (1d4); MV 30; SV 15; AL LG; XP 300; Special—Magic (Cleric, 3rd).

0734. Plotting Night Hag | Monster

At night, a hag called Ushil emerges from a pool of shadow with her mount, a giant raven called Yaga, to torment the royal house of Bethulia. With each foray under the new moon, she brings back enough soul stuff to fashion an infant clone of the king and as they grow (the oldest is now 7 years old) she plans to replace the king and rule from behind the throne.

Treasure: 2200 cp, 1000 sp, two small sapphires (100 gp).

Night Hag, Medium Outsider: HD 8; AC 20 [+1]; ATK Bite (2d6 + disease); MV 20; SV 13; AL CE; XP 2400; Special—MR 65%, immune (fire, cold, charm, fear, sleep), visit dreams, heartstone; SP—Detect evil, detect magic, etherealness, magic missile, ray of enfeeblement, sleep.

Giant Raven, Large Monster: HD 3; AC 15; ATK 2 talons (1d3); MV 10 (F40); SV 15; AL NE; XP 300; Special—None.

0738. Children in Danger | Monster

A village on the shores of the lake is all but abandoned, set upon as it was by four werewolves at the height of their hunger. They now have a group of children trapped in a cellar with a door decorated by silver nails. It is these nails alone which have kept the werewolves at bay, who are now waiting in the tavern above, howling and lapping up wine.

Werewolf, Medium Monster: HD 4; AC 15 [silver]; ATK 2 claws (1d4) and bite (1d6); MV 40; SV 15; AL CE; XP 400; Special—Curse.

0801. Lord Zaru | Stronghold

The beautiful Lord Zaru rules here over a stronghold that has seen better days. Zaru's castle has been ravaged lately by an army sent from Ishkabibel. Only 15 of his 50 soldiers yet live. Zaru's citadel was ostensibly laid waste because his tribute to Ishkabibel was late, but in fact it was due to the suspicion that he was organizing a rebellion. This is true – Zaru has become part of a conspiracy to remove the Warudi from power and send them back into the Crimson Waste. Despite his problems, Lord Zaru will be as hospitable as he can to good adventurers, especially if they oppose the Warudi.

Treasure: 2500 sp, silver torque (100 gp), staff of fire.

Man-at-Arms, Medium Humanoid: HD 1; AC 16 (scale, shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Adult Blue Dragon, Medium Dragon: HD 9 (27 hp each); AC 18; ATK 2 claws (1d4), bite (1d6); MV 40 (F150, B20); SV 12; AL LE; XP 2700; Special—30% chance of sleeping, speech, immune to sleep, resistance to electricity, breath weapon (60' line, electricity damage).

Lord Zaru, Human Fighter: LVL 10; HP 53; AC 23 (+3 *platemail*, shield); ATK 1+ +1 *broadsword* +10 (1d8+1); MV 30; SV 12; S12 I12 W9 D14 Cn10 Ch7; AL CG; XP 1000; Special—Riding, leadership, dominate, blue dragon mount; Gear—*potion of spider climb*, *ring of meld into stone*, *rod of cancellation*.

0803. Pit of Despair | Monster

This hex of grassland is always strangely calm, and yet those who enter the hex feel a vague unease. Animals will not willingly enter the hex, and so the hex has mostly been left alone.

Towards the center of the hex there is a 10' wide pit ringed with stone that is slick with slime. The pit looks bottomless. It is inhabited by a caller in darkness that is summoned by tapping metal against the stone that rings the pit.

When summoned, the caller erupts from the pit, attacking all it can reach. If presented with a holy symbol of Ishtar it recoils and then one of the faces within the monster comes to the fore, a priestess of Ishtar who fled here when Ishkabibel was taken.

The priestess, while in control, will say something to the effect of, "The Mother of Chaos is coming, fed on the milk of human suffering, and with her coming the gods will again walk the earth, bringing destruction in their wake! Stop her coming, or flee this world."

Caller in Darkness, Large Undead (Incorporeal): HD 11; AC 14 [+1]; ATK 4 touch (2d6); MV 30 (F60); SV 11; AL CE; XP 3300; Special—Steal essence, frighten animals, powerless in natural sunlight; SP—Cause fear, clair-sentience, detect magic, ego whip, mind thrust, phantasmal killer (3/day), suggestion (3/day).

0810. Ice Merchants | Monster

A caravan of 17 xephs is making its way to Ishkabibel with a treasure of ice quarried in the Great Yamas far to the south. The xephs are mercenaries paid a handsome sum by Alakthar Baligant, for he needs the ice for the ritual to bring Tiamat into the world. Ten xephs are riding chariots pulled by spotted lions, while the other seven are archers who ride on a wagon pulled by an animated bronze bull.

Bronze Bull, Large Construct: HD 4; AC 14; ATK Slam (1d8); MV 20; SV 15; AL N; XP 200; Special—None.

Spotted Lion, Large Animal: HD 6+1; AC 16; ATK 2 claws (1d4 + rend) and bite (1d12); MV 30; SV 14; AL N; XP 600; Special—None.

Xeph, Medium Humanoid: HD 1; AC 13; ATK Longsword (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 100; Special—Use *haste* 3/day; Treasure—10 cp each.

0826. Magog | Town

Magog was the chief city of the Pentapolis and the seat of worship of wicked Belial, leader of the Sons of Darkness. It was a magnificent city in its time, with a broad avenue lined with marble pillars topped by flames leading from the city gates to the great temple of Belial and behind it the citadel of the king. The city walls were as polished ivory, the men powerful and the women beautiful. But that was then.

Unlike the other members of the Pentapolis, the wrath of Qos did not raze Magog to the ground. Instead, the city and its people and their descendants were cursed. The people of Magog are unable to tell the truth, their fields grow only bitter herbs, their bread tastes of ashes and their animals give sour milk.

The men of Magog are tall and gangly and the women have desperate eyes. Their king is Gog, a powerful specimen who broods on his throne and plots terrible vengeance on all the happy people in the world, but ultimately does nothing. They say that Gog is waiting for the day that Hell opens up and disgorges its tortured souls and imprisoned devils on Nod to make his move, and perhaps that day is coming soon.

Treasure: 500 gp.

0827. The Salt Lake | Wonder

A salty lake in this hex is surrounded by a petrified woodland. Withered dryads walk these woods like beggars, seeking the comfort of wine and old tales. They peddle worthless stones and claim they are fine gemstones.

Dryad, Medium Fey: HD 2; AC 15; ATK Dagger (1d4); MV 30; SV 16; AL CN; XP 200; Special—Merge with tree; SP—*charm person* (3/day, save at -2), *entangle*, *sleep II* (3/day), *speak with plants*, *suggestion* (1/day), *tree shape*, *tree stride* (3/day).

0834. Yarik | Village

Yarik (pop. 40) is a small village in league with Bethulia and home to a sacred shrine of Qos, a basalt pillar which they claim was once a pillar of fire. The village supplies marble to Bethulia's aristocracy for their homes.

0836. Greedy Wyrms | Monster

A viridian dragon is curled up under a stone arch in a rocky pass through the mountains. The pass hosts a small stream which winds through the river rocks and sometimes forms little pools wherein one can see silvery fairy-flies darting about. The dragon's lair is behind its resting spot, through a

narrow tunnel that, while easy to traverse for halflings, gnomes and elves, presents a challenge to larger folk (roll 1d20 under dexterity or cannot get through the tunnel).

The lair is a shaft that descends 50' into the earth and ends in a brackish pool. There are many ledges in the shaft on which the dragon keeps its treasure. One ledge holds a large treasure chest of copper coins and is designed to collapse if more than 100 pounds of extra weight is placed on it. This throws people into the pool, which is mildly acidic (1 point of acid damage per round, organic materials must pass an item saving throw at +2 or be ruined).

Treasure: 12200 gp, silver ewer (100 gp), silver ring (100 gp), cloth-of-gold cape (250 gp) and gold flask (500 gp).

Viridian Dragon, Medium Dragon: HD 8; AC 17; ATK 2 claws (1d6) and bite (2d8); MV 30 (F120); SV 13; AL NE; XP 2400; Special—Breath weapon (frightening hallucinations for 2d6 hours, withdrawal symptoms for 1d6 days); SP—*suggestion*.

0838. Karn the Slayer | Stronghold

Karn is a Chimerian warlord with a large stronghold nestled between two branches of the River Thermidor. He commands a garrison of 100 warriors, mostly Chimerians with a few foreigners thrown in for good measure, especially longbowmen from the Forest Perilous and Venatian hill people.

Karn and his warriors are dedicated to eradicating werewolves and other lycanthropes from the region. The changing of Karn's brother and sister into werewolves was the straw that broke the camel's back for the warlord. He wears the pelt of one of the monsters as a cloak.

Treasure: 3800 sp, Scroll of 7th level cleric spell, wand of 2nd level cleric spell [2]

Elf Archer, Medium Humanoid: HD 1+1; AC 13; ATK Longbow (1d8) or longsword (1d8); MV 30; SV 16; AL CG; XP 100; Special—MR 90% to sleep and charm, surprise (3 in 6), immune to ghoul paralysis.

Chimerian, Medium Humanoid: HD 1+1; AC 13; ATK Battleaxe (1d8); MV 40; SV 16; AL N; XP 50; Special—None.

Karn, Human Fighter: LVL 11; HP 59; AC 18 (+2 *chainmail*, shield); ATK 1+ +1 *trident* +12 (1d6+3); MV 30; SV 12; S15 I9 W11 D7 Cn11 Ch7; AL N; XP 1100; Special—Riding, leadership, dominate; Gear—*ring of invisibility*, *rod of security*, *potion of gaseous form*.

0841. Wolfheads | Type

A gang of five werewolves are working as bandits in this hex. Two of them are related to Karn the Slayer [0838] and another is the wolf mother of the region, who started the recent outbreak of lycanthropy. She was Karn's former lover and used her access to infect his loved ones and steal his +2 *shield*.

Werewolf, Medium Monster: HD 4; AC 15 [silver]; ATK 2 claws (1d4) and bite (1d6); MV 40; SV 15; AL CE; XP 400; Special—Curse.

Wolf Mother, Medium Monster: HD 6; AC 19 (+2 *shield*) [silver]; ATK 2 claws (1d6) and bite (1d8); MV 40; SV 14; AL CE; XP 600; Special—Curse of lycanthropy.

0845. Owlbear Baiting | Monster

Twelve young wild men are baiting an owlbear that has fallen into a pit trap. They are all given to rambunctious behavior. The river is now rising and threatens to drown the owlbear. The owlbear's mate is tending its eggs in a cave nearby.

Wild Man, Medium Humanoid: HD 2+1; AC 12; ATK Fist (1d4) or club (1d4); MV 30 (C20); SV 16; AL N; XP 200; Special—None.

Owlbear, Large Monster: HD 5; AC 15; ATK 2 claws (1d6) and bite (1d8); MV 30; SV 14; AL N; XP 500; Special—None.

0901. Sacred Grove | Wonder

Ivory-colored walls rise from the crimson sands here, gleaming in sunlight and moonlight. They belong to a ruined fortress where men gave their lives to fight off a desert horde. Legend says the howls of the dead men can be heard on moonless nights by folk passing through this hex and the Warudi say that the place is cursed and never approach it.

Within the walls there is a spring of fresh water surrounded by a grove of date palms. A throne of blue stone sits in the middle spring and in this throne sits an idol of Ninhursag, for this was a temple-fortress of the goddess that dates from before the great cataclysm. It was Ninhursag's priests that were slain by the Warudi, though the Warudi say that no man ever returned alive from the assault. Digging in the sands around the fortress reveals skeletons in the armor and habiliments of the Warudi and many ancient scimitars and bows.

The Warudi who died here were not killed by the priests. When only a handful of the priests were left they gathered around the idol and prayed for deliverance. Ninhursag answered those prayers. Animating her idol, she crushed the Warudi and changed her dead and dying priests into the grove of date palms. The water of the spring is holy water and the dates work as the *goodberry* spell. The idol is still inhabited by the spirit of Ninhursag. It animates if the grove is in any way harmed, or if a Warudi enters the temple-fortress.

Stone Golem, Large Construct: HD 14 (60 hp); AC 22 [+2]; ATK Slam (3d8); MV 20; SV 10; AL N; XP 4200; Special—Magic immunity (fire spells *slow* the stone golem, *transmute rock to mud* heals all damage, use *slow* spell once every 2 rounds).

0906. Ninki's Head | Wonder

A pack of six wolves tear at a struggling skeleton. Inside the skeleton's rib cage is a crystal ball that holds the spirit of the sorceress Ninki, a partisan of Ishkabibel who fell in battle but who had made preparations for such an untimely death. The skeleton is no more powerful than any other animated skeleton, and with the wolf attack has probably met its match.

Ninki's spirit can communicate from within the globe and she will ask rescuers to take her to [0903], where other partisans are gathering to make plans. She knows that there is a terrible secret hidden beneath the citadel of Ishkabibel, one that could topple the new regime, but she does not know the details.

Wolf, Medium Animal: HD 3; AC 13; ATK Bite (1d6 + trip); MV 50; SV 15; AL N; XP 300; Special—None.

0908. Safehouse | Monster

A long marble palace stretches along the river in this hex. The palace sunk into the marshy ground and is now partially flooded. It had many lovely halls and chambers in its day, ornately carved in marble and exotic woods (that have long since warped) and dire dungeons that are now underwater. The throne room of the palace has an ornate ceiling that depicts the mansions of the gods in heaven.

The palace is occupied by 75 refugees from Ishkabibel, led there by Baalita, a master thief who robbed these folks in what are now considered "better days" and who is now protecting them from the nomads. While the gardens are overgrown, they still host many olive trees and plenty of small game. Baalita has scouts posted in the trees, who signal with bird noises.

Refugee, Medium Humanoid: HD ½; AC 10; ATK Fists (1d3); MV 30; SV 17; AL N; XP 50; Special—None.

Baalita, Human Thief: LVL 9; HP 18; AC 18 (leather); ATK Dagger +4 (1d4-1); MV 30; SV 14; S8 I11 W12 D14 Cn5 Ch13; AL N; XP 900; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +3d6, caper; Gear—*Ring of protection* +5.

0921. Dino Droppings | Monster

A pair of carcharodontosauruses is hunting in this hex and their hunt has not been fruitful. One of them has just passed a *ring of protection* +2 that had been worn by a past victim. The ring might be detected by magic, but otherwise will be hard to discover. The ring is possessed by the spirit of its former wearer, an evil magic-user from Obb named Balshuu. He used the ring as a *magic jar* before his body was killed.

Carcharodontosaurus, Huge Animal: HD 18; AC 15; ATK Bite (4d8 + constrict); MV 40; SV 8; AL N; XP 1800; Special—Grab prey.



0930. Temple of Greed | Stronghold

A steaming cave hides a golden temple of Mammon. The temple is located at the back of a long tunnel strewn with giant spider webs and twelve giant spiders. The temple has an antechamber clad in silver with two pillars topped by silver bowls each holding a heady perfume. The doors of hepatizon can only be opened using a winch that is guarded by two heavily tattooed ogres in silvered chainmail with giant axes.

Ogre, Large Giant: HD 4; AC 15; ATK Slam (1d6) or battleaxe (1d8+2); MV 40; SV 15; AL CE; XP 200; Special—None.

Behind the door there is a long hall in which are interred the bodies of ancient priests of Mammon, all in bejeweled stone sarcophagi (6,000 gp). Alcoves hold statues of these men and women as they looked in life. Doors lead from the hall into barracks for the 10 lesser priests of the temple, storage rooms, an armory, a rectory, cells for prayer and reflection and the quarters of the high priestess Lila.

A secret door in the barracks leads into the temple proper, which is clad in gold and holds a grinning golden idol of corpulent Mammon with giant ruby eyes (worth 5,000 gp each).

Removing these ruby eyes without casting *dispel magic* on each of them causes the golden floor to transform into a pool of molten gold. The exit is about 20' away.

Treasure: 3000 gp, bronze statuette covered in gold lead of grinning Mammon (16 gp).

Lesser Priest, Medium Humanoid: HD 3; AC 17; ATK mace (1d6); MV 30; SV 15; AL LE; XP 300; Special—Magic (Cleric, 3rd).

Lila, Human Anti-Cleric: LVL 10; HP 40; AC 18 (plate armor); ATK +3 *footman's mace* +10 (1d6+4); MV 30; SV 12; S13 I11 W10 D12 Cn10 Ch9; AL LE; XP 1000; Special—Conversion, healing, rebuke undead, spells per day (5/4/3/3/2); Gear—*Potion of charm dragons, scroll of protection from aberrations, necklace of fireballs II*.

0930. Cheetah Hunt | Monster

Ten blue amazons led by Princess Ulara are hunting cheetahs in this hex. They owe seven cheetah skins to the king of Bethulia in exchange for hospitality received while they searched for the crystal sword to save their people (see **NOD 31**).

Cheetah, Medium Animal: HD 3; AC 15; ATK 2 claws (1d2) and bite (1d8); MV 40 (Sprint 110); SV 15; AL N; XP 300; Special—None.

Blue Amazon, Medium Humanoid: HD 6+1; AC 12; ATK Longsword (1d8) or short bow (1d8); MV 30; SV 14; AL LG; XP 600; Special—MR 10%, immune to surprise.

0933. Temple of Asmodeus | Stronghold

The meeting place of the Rivers Pishon and Gurgulla was once a paradise ruled by King Durosh. Durosh was a lively, decadent gentleman. He was a capable warrior and strategist, but also lusted for power. This power lust brought him to the worship of Asmodeus, whose clerics offered large loans to Durosh in exchange for favors and, eventually, his soul.

As Durosh succumbed to evil, his land turned into a stinking swamp, and otyughs moved in to threaten the populace. Soon, there was nothing left but a tarnished palace, and Durosh was little more than a king of filth. Durosh is now long dead, but Alartum, a high priest of Asmodeus, dwells in the fen with ten lesser priests who accompany him on raids for plunder.

Treasure: 3300 sp, small citrine (1 gp) and pearl (1 gp), medium olivine (5 gp) and +1 *estoc*.

Lesser Priest, Medium Humanoid: HD 3; AC 17; ATK mace (1d6); MV 30; SV 15; AL LE; XP 300; Special—Magic (Cleric, 3rd).

Otyugh, Large Aberration: HD 6; AC 17; ATK 2 tentacles (1d6 + constrict) and bite (1d4 + disease); MV 20; SV 14; AL N; XP 600; Special—Telepathy to 10 feet.

Alartum, Human Anti-Cleric: LVL 10; HP 50; AC 20 (plate armor, shield); ATK Morningstar +6 (1d4); MV 30; SV 12; S11 I10 W16 D9

Cn16 Ch15; AL LE; XP 1000; Special—Conversion, healing, rebuke undead, spells per day (6/5/3/3/2); Gear—*Potion of resistance to sonic energy*.

0947. Gold in the Green | Monster

The woods in this hex hide a sprawling palace of burnished gold and white marble of elven architecture. The palace holds columns, statues, wide halls and ornamented chambers for bathing, dining and other pursuits. The palace is long since abandoned, its halls being empty save for a gaggle of eight elven children, orphans who survived an orc assault and who are now tended by a gray render. The render does not allow the children to leave, nor do they wish to. They are half-feral and hard to handle, but good at heart.

Treasure: 2100 sp.

Gray Render, Large Monster: HD 10; AC 19; ATK 2 claws (1d6 + rend) and bite (2d6); MV 30; SV 12; AL N; XP 1000; Special—Command and animate stones (up to 30, as small animated objects).

Feral Elf, Small Humanoid: HD ½; AC 12; ATK Dagger (1d4); MV 30; SV 17; AL CN; XP 50; Special—MR 90% to sleep and charm, surprise (3 in 6), immune to ghoul paralysis.

1006. E'-Ush | Stronghold

A temple of Ishtar once stood here, a very ancient structure with sacred groves of fruit trees and mud brick walls. The temple remains, but it has been rededicated to Kingu, son of Tiamat, by the conquering Warudi. The priestesses of Ishtar are buried up to their chins outside the temple and tortured. Ishtar's magnificent idol has been torn down and replaced with an idol of Kingu.

A new high priest, Baha Abdul Qingu, has taken control of the temple with his thirteen lesser priests. The priests wear red robes over their armor and wield flanged maces. Baha is a stalwart defender of the faith, but deeply jealous of others, especially the aristocratic Warudi of Ishkabibel.

Outside the walls of the temple are the tents of 20 nomad warriors and their families, and slave pits for 60 slaves who are working on bolstering the temple's defenses.

Treasure: 2800 cp, 2700 sp, small jacinth and citrine (1 gp).

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

Lesser Priest, Medium Humanoid: HD 3; AC 17; ATK mace (1d6); MV 30; SV 15; AL CE; XP 300; Special—Magic (Cleric, 3rd).

Baha, Human Anti-Cleric: LVL 6; HP 39; AC 20 (plate armor, +1 *buckler*); ATK Morningstar +3 (1d4); MV 30; SV 13; S10 I13 W17 D10 Cn16

Ch8; AL CE; XP 600; Special—Conversion, healing, rebuke undead, spells per day (5/3/2); Gear—*Potion of longevity*.

1010. Watering Hole | Monster

Three brain moles frolic on the muddy banks of a watering hole. Herds come here to drink, and that means random encounters occur on a roll of 1-3 on 16.

Brain Mole, Tiny Monster: HD ½; AC 14; ATK Bite (1d3); MV 10 (B5); SV 17; AL N; XP 150; Special—Surprise (3 in 6), mind leech; SP—*mind thrust* (3/day), *repulsion* (3/day).

1012. Eshnur | Village

Eshnur is a village of 500 farmers and hunters. It is a pleasant place, with broad, dusty streets and mud-brick houses decorated with feathers and white paint. As adventurers walk through the village, perhaps seeking a smith, bowyer or the local tavern with its heaping platters of grilled goat and shallow tin bowls of fragrant wine, a purple worm bursts from the ground. It was driven here by kobolds armed with pain-sticks. The tunnel it left leads into the earth and the rock crystal mines that the kobolds were protecting.

Purple Worm, Huge Monster: HD 15; AC 14; ATK Bite (2d12 + swallow) and sting (2d4 + Poison IV); MV 20 (B20, S10); SV 9; AL N; XP 7500; Special—None.



1015. Dungeon of the Mystic Mists | Dungeon

A weird old petrified tree stands here with bark the color of honey and broad branches that provide welcome shade on the dry plains. The grounds around the tree are pocked with holes, seemingly from gophers. Those who sleep under the tree awaken to find themselves surrounded by an amber fog and reduced to a mere 6" in height. The holes are entrances to a large dungeon which leads into the tree. At the pinnacle of the tree lives the tree's spirit, a golden squirrel that can bring people back to their normal size if they can entertain him with a clever riddle or story.

1039. Lord Vogot | Stronghold

Dwarf lord Vogot has re-established his clan in this hex in a rapidly expanding series of fortified mine tunnels. The stronghold is defended by 120 dwarf warriors and 20 elite bear-mounted cavalry armed with muskets. The mines and farms are worked by 1,120 miners. The dwarves graze their small cattle on high pastures, and also use the pastures for growing winter wheat and barley. They are searching for a vein of silver that their priest, Froicha, says hides inside the mountain. Vogot is an elderly dwarf lord and unforgiving of disloyalty. Once he is counted among one's friends, though, they have in him and his clan a friend forever.

Treasure: Treasure map, 3900 cp, 1000 gp, small rhodochrosite and tourmaline (20 gp), medium serpentine (5 gp), medium diamond (500 gp), ivory earrings (500 gp), *horseshoes of speed* and *robe of the archmagi*.

Dwarf, Small Humanoid: HD 1; AC 15 (leather, buckler); ATK War hammer (1d4+1); MV 20; SV 16 (13 vs. magic and poison); AL LG; XP 50; Special—Dwarf traits.

Froicha, Dwarf Cleric: LVL 4; HP 15; AC 20 (banded, shield); ATK Warhammer +2 (1d4+1); MV 30; SV 14; S11 I12 W13 D16 Cn9 Ch10; AL LG; XP 400; Special—Dwarf traits, conversion, healing, turn undead, spells per day (5/2); Gear—*Tri-scanner* (no power crystal), *scroll of expunge*.

Vogot, Dwarf Fighter: LVL 10; HP 49; AC 21 (+2 plate armor, shield); ATK 1+ battleaxe +10 (1d8+1); MV 30; SV 12; S14 I11 W11 D8 Cn11 Ch12; AL NG; XP 1000; Special—Dwarf traits, riding, leadership, dominate; Gear—None.

1101. Friendly Pooches | Monster

A pack of thirteen blink dogs enjoys the shade of an ancient cypress. They are chatting in their yapping language of common things, and are mostly complaining about the heat (or cold, if your game happens to be set in winter).

Blink Dog, Medium Monster: HD 4; AC 15; ATK Bite (1d6); MV 30; SV 15; AL LG; XP 400; Special—*Blink* (as spell).

1106. Coiled Ziggurat | Dungeon

A ziggurat overlooks the river here. The structure looks like a coiled serpent, for it is dedicated to Ningirama, the god of magic and protector against serpents. Within its walls is a great dungeon in which all manner of reptilian menaces have been imprisoned, unable to escape due to powerful wards erected by the Ningirama's wizard-priests in ancient days. The halls of the dungeon date to the wars by humanity against the lizard kings and the remnants of ophidian kingdoms. Hidden within this dungeon are spells designed to summon beings from beyond the cosmos and spells to send them back.

1136. Zippur | Monster

Zippur is a large subterranean city-state of the azer (the children of fire god Gibil) and sooty-faced dwarves who toil in mines in the upper levels of the city-state. The slave-caste of dwarves (and a few halflings and humans) live near the surface, tending gardens and herding animals. The azer are the nobility of the city-state and work in the more respected professions of smith and metallurgist in the depths.

The priest-king and chief armorer of Zippur is King Gerra. King Gerra wears on his brow the *Ruby Crown*, which gives him the abilities of a fire elemental. His bodyguard is composed of 50 azer warriors, all nobles with ceremonial roles in the royal household and temple. Beyond that is the dwarven host of Lord Marik, which consists of stout axemen and spearmen and a few slingers and war chariots drawn by armored swine.

To the dwarven lord falls the sacred role of Keeper of Mother's Jewels. Gems represent a perfection of the earth element, which means the fiery azer are forbidden to touch the. This has made the dwarves quite wealthy despite their lowly status in Zippur. Dwarf merchants can be found throughout the land. The dwarves also serve as the primary priests of Teshub and Shala, the parents of Gibil, who due to their portfolios (goddess of grain and god of thunder) keep their temples in the high mountains atop winding stairs and dozens of locked and trapped antechambers thick with the dust of ages (for dust is sacred to the dwarves).

Most dwarves dwelling in Kisthenes trace their lineage back to the dwarves of Zippur, and most falsely trace their lineage to the Keeper of Mother's Jewels.

Dwarf, Small Humanoid: HD 1; AC 15 (leather, buckler); ATK 1 war hammer (1d4+1); MV 20; SV 16 (13 vs. magic and poison); AL LG; XP 50; Special—Dwarf traits.

Azer, Medium Outsider: HD 2+2; AC 19 (chainmail, buckler); ATK 1 war hammer (1d4+3 + 1 fire); MV 30; SV 16; AL LN; XP 200; Special—MR 5%, immune to fire, vulnerable to cold.

King Gerra, Medium Outsider: HD 4+2; AC 22 (platemail, shield); ATK 1 battleaxe (1d8+2 + 1 fire); MV 30; SV 15; AL LN; XP 400; Special—MR 15%, immune to fire, vulnerable to cold, powers of fire elemental due to *Ruby Crown*.

1142. Black Pearl | Monster

There is a large oak tree in this hex that some people say is haunted. Things happen to people who sleep under its boughs, terrible things. Perhaps something wonderful is hidden in the large knothole in the tree? Maybe treasure?

In fact, something wonderful is hidden inside the tree, a black pearl that sends a static electric shock through the body of the first person who touches it and then makes them feel faint and weak, as though they have a Strength score of 3. They feel like they are being watched and their skin crawls until they destroy the pearl. Of course, this is all an illusion.

The pearl holds the captive soul of the ogre mage Yaz, trapped here by fey wizards 500 years ago. Destroying the pearl releases the ogre mage to once again terrorize the woods.

Yaz the Ogre Mage, Large Giant: HD 5 (regenerate); AC 15; ATK Slam (1d8); MV 40 (F40); SV 14 (12 vs. magic); AL CE; XP 1500; SP—*Charm person* (1/day), *cone of cold* (1/day), *darkness*, *invisibility*, *polymorph self* (humanoid form only), *sleep* (1/day).

1148. Guivre | Town

DEMOGRAPHICS

Population 4,680 urban, 37,440 rural

Race Human, half-elf, dwarf

Religion Lhund, god of barges and rivermen

Alignment Chaotic (NE)

Guivre is a large trading town that acts as a stopping off point for traffic down the river and through Blackmere to Blackpoort. The thieves of Blackpoort maintain a guild house in Guivre and clash with the local thieves, who happen to be led by one of the greats, a robber and ex-jeweler from Kisthenes called Old Nat. It is Nat's skill and wisdom alone that have kept the thieves of Guivre free from Blackpoort rule.

The town is built of dark grey granite and slate roofs. It would present an entirely gloomy face if not for the brightly colored and patterned doors on the buildings, the thick, wavy amber glass in the windows and the nine taverns that keep their doors open at all hours by decree of Prince Arno, who likes to keep his guests happy and easily pick pocketed. The prince is married to Old Nat's daughter Anya, and thus he is in league with the thieves.

Guivre has four small temples and a cathedral to its patron deity, Lhund. Lhund is an odd entity, its origins obscured, but appears to be a protector of barges and calmer of waters. The idol is made of clay and looks something like a sleek lizard woman with a large gourd hanging by a chain from her neck. The town's other temples are dedicated to Mercurius, Venus, Neptunus, Bacchus and Pluto.

Guivre has an army of 50 halberdiers, 60 longbowmen, 30 light horsemen and 30 heavy horsemen. All are yeomen warriors who also own farms.

1202. Akkash | Village

Akkash is a small herding village. It was once a large, thriving place, but many of the village's men and women have been taken to the slave pits of Ishkabibel. The remaining people are sickly, old or young, and they are doing their utmost to survive. One young boy has been fasting in the shrine of Anu for a week, and is now on death's door. He says Anu has spoken to him, and believes that the adventurers were sent by him to help free his people from the slavers.

1204. Ishtar's Shield | Monster

A Warudi camp has been burned to the ground in this hex. Hundreds of charred skeletons, human and horse, can be found here. Some were killed in the camp while others were killed fleeing. Their herd animals are wandering wild.

In the charred remains of the sheikh's tent there is a large gold shield with a mirror finish. The shield is blazing hot to the touch, and if it is touched, it calls down a *flame strike*. A Lawful character can, with a magic edged weapon, cleave the shield in twain after it has been struck for at least 15 points of cold damage. When the shield is split, it releases the shedu Shen-Ishtar from her captivity. Shen-Ishtar can be relied upon to help characters breach the Alakthar's citadel in Ishkabibel.

Shen-Ishtar the Shedú, Large Monster: HD 9; AC 16; ATK 2 kicks (2d6); MV 30 (F60); SV 12; AL LG; XP 2700; Special—MR 25%, magic use (cleric, 3rd), telepathy 100'; Spell—At will—*astral projection* (self), *ethereal jaunt* (self); 1/day—*confusion*, *ego whip*, *intellect fortress*, *mental barrier*, *mind blank*, *mind thrust*, *psionic blast*, *psychic crush*, *thought shield*, *tower of iron will*.

1210. E'-Min-An-Ur | Stronghold

Amid a small village of artisans stands a small temple dedicated to Ennugi, the attendant and throne-bearer of Enlil, and thus a pathway to earn the blessings of the storm god. The temple is constructed of mud brick with a tiled courtyard and pool. The interior is clad in black marble with hundreds of lanterns hung from the ceiling in the manner of stars. Upon a throne of white marble sits the idol of Ennugi and carved in bas-relief above him the image of Enlil.

The temple and village are overseen by Mardu, who as yet has not succumbed to the depredations of the Warudi. His engineers have constructed a wide moat and filled it with the water from the river, and they have fortified the walls of the village and constructed engines of war to defend them.

Besides Mardu, the village is defended by 10 lesser priests and 20 militia (leather armor, spear, short bow).

Treasure: 3700 cp, 7500 sp, 4000 gp, *wand of magic missiles* with 9 charges.

Militia, Medium Humanoid: HD ½; AC 14 (leather, shield); ATK Spear (1d8); MV 30; SV 17; AL N; XP 50; Special—None.

Lesser Priest, Medium Humanoid: HD 3; AC 17 (chain, shield); ATK Mace (1d6); MV 30; SV 15; AL LN; XP 300; Special—Magic (Clr, 3rd).

Mardu, Human Druid: LVL 12; HP 34; AC 14 (leather, shield); ATK 1 quarterstaff +7 (1d6); MV 30; SV 11; S9 I9 W16 D10 Cn8 Ch18; AL N; XP 1200; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape (plants), immune to fey abilities, immune to poison, spells per day (7/5/4/3/3/2); Gear—*Scroll of lighten burden*, *ring of fire elemental command*.

1212. Opinicus | Monster

An opinicus is resting in the shade of a large acacia tree, its rump balanced on a large stone, a leather satchel at its feet. The satchel was entrusted to it by a wizard from the south, who asked the opinicus to deliver it to E'-Min-An-Ur [1210]. The satchel contains the finger bone of Saint Tranquillinus, patron saint of thieves. The finger bone is said to be able to pick any lock, though each time a lock is picked the picker suffers the effects of *bestow curse* (no save).

Opinicus, Large Outsider: HD 8+1; AC 16; ATK 2 claws (1d8 + rend); MV 50 (F100); SV 13; AL CG; XP 2400; Special—MR 20%, magic use (cleric, 4th), turn undead as 7th level cleric, *daylight* 1/day

1217. Vibrant Fields | Monster

This hex is a riot of colorful flowers, spread in undulating waves across the savannah. In the sunlight, the flowers give off emotional vibrations that are picked up by gnomes and elves who feel intense pangs of joy one moment, sorrow another and then perhaps inner peace.

The fields are home to four anthousai, flower nymphs. Each of these sisters, daughters of Ninhursag, is vain in the extreme about their favored flower, thistles, iris, chamomile or bell-flowers. Each nymph has nut brown skin, ebon hair and vivid blue eyes and is bedecked in flowing gowns and garlands of flowers. While one encountered anthousai is singing the praises of her flowers, one of her sisters appears and attempts to sway the adventurers to the favor of her favorite flower. These

arguments can become heated and might (25%) result in each summoning a swarm of 2d4 giant bees as a convincer.

Anthousai, Medium Fey: HD 4; AC 17; ATK Dagger (1d4); MV 30 (S20); SV 15; AL NG; XP 400; Special—Emit perfume (20 ft. radius, acts as a *suggestion* spell), blinding beauty, stunning gaze, magic use (druid, 4th); SP—*dimension door* (1/day).

Giant Bee, Medium Vermin: HD 4; AC 14; ATK Sting (1d4 + Poison III); MV 30 (F80); SV 15; AL N; XP 400; Special—None.

1219. Peaceful Spring | Monster

This hex holds an artesian spring that has been decorated by the many caravans that travel through here. There are several stone benches and small altars to myriad gods, date palms, and a 1 in 6 chance that a caravan of 3d6 traders is camped here.

1227. Lord Guth | Stronghold

In an ivory casket deep in the dungeons beneath a large stronghold, Lord Guth purports to hold the body of Princess Alza, last and greatest monarch of the cities of the Pentapolis. A blue glow can be seen emanating from the casket and a silvery mist covers the floor around it. Strong bars and thick doors block the casket from the rest of the dungeon and two mummified minotaurs guard the chamber. Legends say the guards will awaken if ever the casket is opened.

Lord Guth fancies himself the future king of a resurrected Pentapolis with Princess Alza at his side, if only he can find her sapphire tiara, lost (according to his court astrologer Yev's recent divinations) behind the infamous Bloody Door [0429]. Had Guth not suffered a broken leg while fighting off a band of raiding hill giants, he would be fit to delve into the dungeon. As it is, he might send adventurers on the errand, with a troupe of his soldiers to keep them honest (and possibly steal the tiara if the band emerges in bad shape).

Guth commands 50 men-at-arms, as well as 10 war chariots and, of course, the inimical Yev, a transplant from Og who wears a tall fur cap to hide his baldness.

Treasure: 5600 cp, electrum urn (250 gp), *scroll of summon nature's ally IV*.

Man-at-Arms, Medium Humanoid: HD 1; AC 16 (scale, shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Yev, Human Magic-User: LVL 5; HP 9; AC 9; ATK Staff +0 (1d3); MV 30; SV 13; S6 I16 W6 D6 Cn12 Ch6; AL N; XP 500; Special—Alchemy, lore, spells per day (5/3/1), create scrolls, arcane knowledge (gunpowder, soda water); Gear—*Potion of levitation*, *ring of counterspells*.

Spellbook: 1—*Alarm, Disrupt Undead, Erase, Mount, Precognition, Read Magic, Resistance*; 2—*Charisma, Magic Mouth, Thought Shield*; 3—*Mental Barrier*.

Lord Guth, Human Fighter: LVL 12; HP 62; AC 20 (+3 *banded mail of luck*, shield); ATK 1+ spear +10 (1d6); MV 30; SV 11; S12 I6 W10 D6 Cn10 Ch9; AL N; XP 1200; Special—Riding, leadership, dominate, gorgon mount; Gear—*Cloth-of-gold cape* (250 gp), *bracelet of friends*.

Gorgon Mount, Large Monster: HD 8; AC 18; ATK Gore (2d6); MV 30; SV 13; AL N; XP 2400; Special—Cone of petrifying gas.

1231. Dragons and Flagons | Monster

A trio of copper dragons, drinking buddies, has made the wine cellar of an ancient manse into their lair. The cellar is well-stocked (though not as well as it was before the dragons had arrived), and some of the barrels now hold the treasure of the three dragons.

Treasure: 14,900 gp, 4 gems, *staff of charming*, treasure map.

Adult Copper Dragon, Medium Dragon: HD 8 (24 hp each); AC 18; ATK 2 claws (1d6) and bite (1d8); MV 40 (F100); SV 13; AL CG; XP 2400; Special—Immune to sleep, resistance to acid, 50% chance of sleeping, breath weapons (60' line of acid or 80' cone of *slow*), 25% chance to cast spells as 3rd level magic user.

1233. Yideon | Stronghold

Yideon is the stronghold of Lord Yehudi, a warrior-prince of Bethulia who guards the eastern approaches to the city with 30 spearmen, 20 slingers and 20 light horsemen. Yehudi is terribly handsome, but he prefers the life of a lone warrior to that of a married man. Matush, a cleric of Mithras, resides in his house, though only because he is handy in a fight and good company, for Yehudi saves his worship for Qos.

Treasure: 9700 cp, 2500 sp, silver pin (100 gp) and a *wand of detect secret doors* [1].

Man-at-Arms, Medium Humanoid: HD 1; AC 16 (scale, shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Matush, Human Cleric: LVL 6; HP 19; AC 20 (plate armor, shield); ATK 1 horseman' mace +3 (1d6); MV 30; SV 13; S11 I10 W11 D7 Cn11 Ch6; AL LG; XP 600; Special—Conversion, healing, turn undead, spells per day (4/2/2); Gear—*Amulet of natural armor* +1.

Yehudi, Human Fighter: LVL 9; HP 38; AC 19 (+1 *chainmail*, shield); ATK 1+ longsword +10 (1d8+2) or +1 *heavy crossbow* +9 (1d10); MV 30; SV 13; S17 I11 W10 D13 Cn12 Ch10; AL LG; XP 900; Special—Riding, leadership, dominate; Gear—*Ring of jumping*.

1239. Hag's Library | Monster

A mountain hag is tromping through a chasm that cuts into the mountains. The chasm is thick with pale vines at the opening in the south and then runs through a long stretch in the middle that is thick with large, amber-colored mushrooms, some as tall as 4'. Gradually, the mushrooms get smaller and paler, until towards the northern end of the chasm there is just a thin

film of powdery white fungus. This fungus obscures large ruby-colored growths on the walls of the chasm that emit thick reddish ooze when they are pried away. This ooze is collected by the hag in clay jugs that she hangs from a long pole.

The hag dwells in a cave at the northern end of the chasm. The cave is 40' above the floor of the chasm. Here, she keeps a boiling cauldron into which she pours the ooze, rendering it down into a weird jelly that, when it is touched by the hag while she concentrates on a person, forms into the shape of a human brain. She can read minds through these pseudo-brains, collecting the secrets she learns in books bound in monster hide. The brains melt away after an hour. She now has seven poorly organized volumes of secrets which adventurers might consult to get clues as to what is currently happening in Kisthenes.

Treasure: 2800 cp, 2000 sp.

Mountain Hag, Large Monster: HD 7; AC 15; ATK 2 claws (1d6 + rend) and bite (1d8); MV 30 (C20); SV 13; AL CE; XP 2100; Special—MR 15%, resistance to cold, surprise (3 in 6), levitate over ground.

1301. Mating Season | Monster

Two male dragonnes are fighting over which gets to mate with a female, who appears to be enjoying the attention. They spar near the ruins of a sandstone fortress with gilded gates and gargoyles that look like dragons. The female lays in the shade of the walls, which rattle at the roaring of the male dragonnes. Naturally, once there is a winner she will expect people to discreetly excuse themselves.

That moment may not come, though, as the sand crab people who undermined the stronghold are sneaking up on the lady dragonne with a *golden lasso*. They mean to drag her into the underworld and sell her to the drow.

Dragonne, Large Monster: HD 8; AC 17; ATK 2 claws (1d6) and bite (4d6); MV 50 (F40); SV 13; AL N; XP 800; Special—Nerve-shattering road every 1d4 rounds (fatigue).

1315. Ancient Quarry | Wonder

A porphyry quarry in this hex is now spent and flooded. The water is brackish and the land around the quarry is thick with thorny shrubs. At the bottom of the quarry (30' deep) lies a golden locket tossed in who-knows-how-long-ago. Within the locket there is a lock of a vampira's hair.

1326. Lady Kitra | Stronghold

The stronghold of Lady Kitra is a monument to the mason's art. A dwarf from the old clans that inhabited the Sturmdrangs, Kitra became an adventurer 100 years ago, and many great people have gathered in her hall to feast and reminisce. Visi-

tors will not be turned away, but rather welcomed into the fold and perhaps kidded for their inexperience.

The fortress is composed of pale grey stone with massive gates of oak flanked by caryatids shaped like minotaurs and gargoyles like grimacing kobolds. It commands a ford in the River Pishon. Kitra has grown wealthy collecting tolls.

Kitra commands 10 dwarf crossbowmen, 10 dwarf axemen, 30 human spearmen recruited from Bethulia and 10 elite dwarves mounted on boars.

Treasure: 3600 cp, 4800 sp, small lapis lazuli (1 gp), large hyacinth (100 gp).

Dwarf, Small Humanoid: HD 1; AC 15 (leather, buckler); ATK 1 war hammer (1d4+1); MV 20; SV 16 (13 vs. magic and poison); AL LG; XP 50; Special—Dwarf traits.

Kitra, Dwarf Fighter/Cleric: LVL 9; HP 44; AC 20 (plate armor, shield); ATK 1+ warhammer +9 (1d4+2); MV 30; SV 12; S15 I12 W13 D11 Cn14 Ch9; AL LG; XP 900; Special—Conversion, healing, riding, turn undead, leadership, dominate, spells per day (6/4/3/2/1); Gear—*Rod of flame extinguishing*.

1329. Crooked Tower | Wonder

A crooked tower rises from a hillside in this hex. Composed of rosy stone that takes on a golden hue in the sunlight, the tower should have fallen down long ago and yet it persists. Within the tower is the dead body of Elunug, the illusionist who owned the tower. The body has not decomposed, but it does have a waxy appearance. The body hides the demon-ooze that killed the illusionist, hollowed him out and then made him into its lair. Within the corpse's stomach cavity is a pair of platinum horn-rimmed glasses with ruby lenses that make frightening things appear silly and thus make one immune to fear.

Demon Ooze, Huge Ooze: HD 10; AC 14; ATK Touch (3d6 acid + engulf); MV 20; SV 12; AL N; XP 3000; Special—Immune to cold, acid, electricity and poison, resistance to weapons, dissolve organics and metal, telepathy 100 ft.

1335. Yideonites | Monster

A band of 12 warriors from Yideon [1233] have entered the mountains to chase hobgoblin raiders. The raiders are preparing to ambush them by toppling boulders on them in a narrow pass and then filling them with red-fletched arrows.

Yideon Warrior, Medium Humanoid: HD 1; AC 17 (leather, shield); ATK Spear (1d8) or short bow (1d6); MV 30; SV 16; AL N; XP 50.

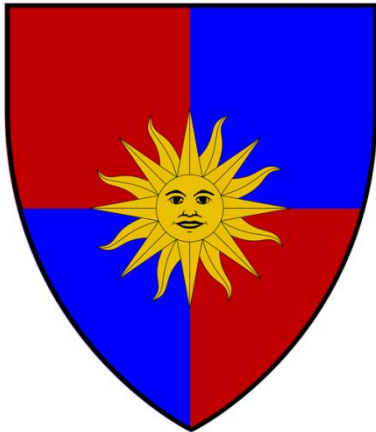
Hobgoblin, Medium Humanoid: HD 1+1; AC 15 (studded leather, buckler); ATK Spear (1d8); MV 30; SV 16; AL LE; XP 50.

1337. Perytons | Monster

A flock of seven perytons dwell on a cliff side overlooking the Boiling River in this hex.

Treasure: 2100 cp, *potion of gaseous form*.

Peryton, Medium Monster: HD 4; AC 13 [+1]; ATK Antlers (2d8); MV 20 (F90); SV 15; AL NE; XP 1200; Special—Cast human shadow.



1341. Maximilian the Would-Be-Great | Stronghold

The Baron Maximilian has constructed a motte-and-bailey castle that he hopes will be the center of a grand kingdom that will one day encompass all of the Rooky Wood. Max employs 30 men-at-arms, 10 elven longbowmen (their captain lost a bet), Eney, a slightly flustered magician, and Sister Sarah, a somber cleric of war who looks forward to many years of adventure and conquest. Maximilian's bronze dragon mount, Eustace, is a lone voice of sanity in the castle.

Treasure: 4400 cp, 10,000 sp, *potion of E.S.P.*, *staff of earth and stone*.

Man-at-Arms, Medium Humanoid: HD 1; AC 16 (scale, shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Eney, Human Magic-User: LVL 3; HP 8; AC 11; ATK Staff +1 (1d3+1); MV 30; SV 14; S11 I10 W6 D14 Cn13 Ch11; AL CN; XP 300; Special—Alchemy, lore, spells per day (3/1), create scrolls, arcane knowledge (acid); Gear—None.

Sister Sarah, Human Cleric: LVL 3; HP 15; AC 19 (chainmail, shield); ATK Morningstar +2 (1d4+2); MV 30; SV 15; S13 I11 W16 D16 Cn13 Ch10; AL NG; XP 300; Special—Conversion, healing, turn undead, spells per day (4/2); Gear—*Wand of cure light wounds* [2].

Baron Maximilian, Human Fighter: LVL 11; HP 58; AC 21 (plate armor, shield); ATK 1+ longsword +13 (1d8+3); MV 30; SV 12; S18 I10 W13 D13 Cn15 Ch9; AL N; XP 1100; Special—Riding, leadership, dominate; Gear—*Ring of force shield*, *mantle of magic resistance*.

Eustace, Old Bronze Dragon, Large Dragon: HD 9 (36 hp); AC 18; ATK 2 claws (1d8) and bite (1d10); MV 40 (F150, S60); SV 12; AL LG; XP 2700; Special—Immune to sleep, resistance to electricity, 30% chance of sleeping, breath weapons (80' line of lightning or 30' cone of *repulsion*), 50% chance to cast spells as 3rd level magic user.

1405. Kisho | Village

Kisho is a nasty little village of fishermen. Built on a ridge of white chalk overlooking a grey, slimy beach, the people of Kisho have a reputation for being mean and unwelcoming. They have not resisted the Warudi in the least, sending several of their young men and women to Ishkabibel as tribute. The village contains a shrine of the demon lord Pazuzu and underneath it dwells a prophetess of Pazuzu named Anum. Anum means to knock Tiamat from her throne in Ishkabibel and win it for Pazuzu as the goddess is trying to enter the world.

Anum, Human Prophet of Pazuzu: LVL 5; HP 23; AC 14 (studded leather); ATK Staff +2 (1d3+1); MV 30; SV 13; S12 I9 W17 D14 Cn10 Ch12; AL CE; XP 500; Special—Covert, benefice, turn undead, miracles per day (5/3); Gear—*Rod of enemy detection*.

1410. Drunken Jann | Monster

Three jann are out on a bender. They are having a luxurious picnic on a pleasure barge that is floating down the river. The jann are attended by seven artificial men animated from the river clay, but the magic that animates them has run out and they are now nothing but statues. The drunken jann have not noticed this, so the barge is drifting towards the shore (north or south – whichever is closer to the adventurers).

Janni, Med. Elemental: HD 6; AC 16 (buckler); ATK Scimitar (1d6+2); MV 30 (Fly 70); SV 14; AL N; XP 1,800; Special—Elemental endurance, resistance to fire, ethereal jaunt for 1 hour; Spells—3/day—*invisibility*; 2/day—*enlarge/reduce*; 1/day—*create food and water*.

1412. Ashur | Village

Ashur (pop. 350) is a large village of herdsmen and farmers that was once much larger. Within the tall walls is now located the village as well as ample grazing and farming land on artificial hills that hide human ruins below. All but one of the town gates is blocked up with mud bricks and the towers that flank that gate are manned by a squadron of 10 warriors with leather armor, shield, hand axe and sling. There are 2,800 farmers living in farmsteads within a mile of the walls.

The village is notable for two things. The first is Aburiat, a master swordsmith who has crafted swords for the Warudi to keep them out of the village. The second thing is the six demon skulls embedded in the walls, each with gemstone eyes. When the gong in the old palace is struck, the gems begin casting the following spells at invaders:

Northeast—Cone of cold (300' range, 7d6 damage)

Northwest—*Lightning bolt* (1,000' range, 5d6 damage)

East—5 *magic missiles* (1,200' range, 1d4+1 damage)

West—2 *rays of enfeeblement* (1,000' range)

Southeast—*Fireball* (500' range, 6d6 damage)

Southwest—3 *acid arrows* (900' range, 2d6 damage)

1416. Fetid Ziggurat | Dungeon

An ancient ziggurat stands in this hex surrounded by massive fungal growths and winding streams of slime that end in bubbling pools from which crawl tiny oozes and slimes. The ziggurat is covered in oozes and slimes and from afar it appears to give off a sickly green glow.

This is the ancient ophidian temple of Ith-Othu the god of foulness, abandoned and avoided for millennia. Several great heroes have ventured into the ziggurat, never to return. All have been transformed into fungal hulks that wander the temple, fighting and killing and regenerating. They are immortal as long as they remain within the ziggurat.

The hulks avoid the inner sanctum of the ziggurat, wherein is kept the spawn of Ith-Othu, which looks something like a giant tapeworm with a cluster of ophidian heads on the ends of ganglia that ring its mouth. The monster is curled within a fungal cocoon. If it once tastes blood, the beast will burst from these bonds and go on a rampage.

Fungal Hulk, Large Monster: HD 8; AC 18; ATK 2 slams (2d6); MV 20; SV 13; AL N; XP 800; Special—Resistance to bludgeoning weapons, immune to mental effects and psionics.

Spawn of Ith-Othu, Large Monster: HD 10; AC 15; ATK 4 ophidian bites (1d3 + Poison I) and worm bite (2d6 + swallow); MV 20 (B20); SV 12; AL N; XP 3000; Special—MR 25%, Immune to poison and mind attacks, magic (magic-user, 5th), telepathy 300 ft.

1419. Camelops on the Run | Monster

Eight traders from Neveh are running chasing 19 camelops that broke free from a caravan. The beasts are uncooperative, of course, and the men are screaming their heads off trying to coordinate their efforts.

Camelops, Large Animal: HD 5; AC 13; ATK Bite (1d4); MV 50; SV 14; AL N; XP 250; Special—None.

Trader, Medium Humanoid: HD 2; AC 12; ATK Hand axe (1d6) or sling (1d4); MV 30; SV 16; AL N; XP 100; Special—None.

1421. Neveh | City-State

DEMOGRAPHICS

Population 22,820 (urban), 182,560 (rural)

Race Human

Religion Ninhursag, goddess of earth

Alignment Neutral (N)

AUTHORITY

Temporal-Spiritual Sumulu, Priest King of Neveh (N)

Human Druid: LVL 7; HP 23; AC 14 (+1 *leather*, shield); ATK Staff +1 (1d3-2); MV 30; SV 13; S3 I11 W15 D12 Cn8 Ch17; AL N; XP 700; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (6/3/2/1); Gear—*Ring of friend shield*, *potion of charm undead*, *elixir of swimming*.

Arcane Dagorn the Dragon (CN)

Human Magic-User: LVL 5; HP 9; AC 9; ATK Dagger +0 (1d4-1); MV 30; SV 13; S8 I10 W13 D8 Cn8 Ch6; AL CN; XP 500; Special—Alchemy, lore, spells per day (4/2/1), create scrolls, arcane knowledge (soda water, phosphorus); Gear—*Ring of friend shield*, *staff of defense*.

Spellbook: 1—*Animate Rope*, *Detect Poison*, *Hold Portal*, *Magic Weapon*, *Obscuring Mist*, *Read Magic*, *True Strike*; 2—*Brain Lock*, *Mirror Image*, *Thought Shield*; 3—*Nondetection*.

DESCRIPTION

Theme Fading city-state

Wilderness Kisthenes

Accent Middle Eastern, but guttural

Vistas Construction crews building walls and towers, young men and women excited by conquest and old men and women shaking their heads, chariots rolling through the streets, big-eyed orphans

Names Barasu, Dagorn, Disaash, Fazana, Guth, Havara, Logada, Marusu, Nomer, Nutunu, Rapasa, Tanamu

Money Mana (gp), Shekel (sp), Utu (cp)

Neveh is a fading city-state trying to rekindle its greatness by colonizing the lands that once belonged to the Pentapolis. The destruction of those cities happened a long time ago, but people have tended to avoid the region just the same. King Sumulu's people are wary of their young king's venture. In the meantime, they are fighting a devilish rat infestation and seeking comfort not in the temples of the city's patron deity, Ninhursag, but in alleys where men and women with wild eyes preach of the end times.

The people of Neveh are primarily herdsmen, farmers and woodsmen, the woodsmen collecting the sap of the of the myrrh tree so the alchemists of Neveh can turn it into perfume

and other valuable products. The alchemists work for the king, living close enough to the palace for him to keep an eye on them, but not so close that they present a risk of blowing it up. The people do not trust the alchemists, or magicians in general, and while the use of magic in the city-state is not prohibited by law, it may spark a riot.

The city-state is surrounded by tall, thick walls, though age has left them pock-marked and dingy. The towers bristle with archers under the command of Lord Baramma, a former adventurer who has the respect of the people for his heroism and his truly magnificent facial hair, always oiled and curled. He commands 820 warriors and his lieutenant Vash, a half-elf woman of uncertain origin, oversees the local constabulary, 250 strong and notable for their crimson sashes.

The dwarves of Neveh are ardent worshippers of Ninhursag, who they consider a human conception of their own mother goddess. They are masons, barred by religious law (actually a powerful guild of smiths) from working metal.

The royal crown of Neveh is a crown of twelve linked gold squares, each embossed with geometric squares within diamonds within larger squares and each set with a precious stone. Atop the golden squares is a conical cap of azure satin.

Lord Baramma, Human Fighter: LVL 6; HP 28; AC 19 (plate armor, shield); ATK Longsword +5 (1d8); MV 30; SV 14; S12 I11 W10 D8 Cn10 Ch10; AL NG; XP 600; Special—Riding, leadership, dominate; Gear—None.

1431. The Bull of Heaven | Monster

Green pastures in this hex are littered with a dozen cows, each as white as snow with pearly horns and limpid green eyes. They flock around the sleeping form of Gugalanna, the Bull of Heaven, who should be dealing with the dangers facing Ishkabibel. Instead, he has been lulled to sleep by the cows, which are succubae in disguise.

Succubus, Medium Outsider: HD 6; AC 11 [+1]; ATK 2 claws (1d3); MV 30 (F50); SV 14; AL CE; XP 1800; Special—MR 70%, immune to electricity and poison, kiss; Spells—At will—*charm person, clairsentience, darkness, change self, ESP, ethereal jaunt, suggestion, teleport without error, tongues*; 3/day—*confusion, thought shield*.

1433. Aziannan | Stronghold

Aziannan is a pale, craggy-faced man on a mission. He seeks the secrets of death and has decided that he must capture death, in the personage of Ereshkigal, to do so. Aziannan does not worship death. Instead, he seeks to master it and perhaps seize its throne. Lich-hood, were he to achieve it, would represent a failure for Aziannan.

Aziannan's tower is constructed of white marble, and looks something like a stack of crypts, with numerous balconies from which he can study the stars. Within his tower are all manner of captive spirits who genuinely fear the necromancer and would see him undone. Among them are a vampire named Alur, kindred of those who now plot in Ishkabibel. She has spilled the beans to Aziannan, who now ponders how to use his knowledge to his benefit.

Treasure: 10,100 cp, medium hematite (5 gp), copper anklet (10 gp), *wand of make whole* [5], *cursor of controlling air elementals*, +3 rapier.

Vampire, Medium Undead: HD 8; AC 18 [+1]; ATK Slam (1d10 + 2 energy drain); MV 30 (F40); SV 13; AL CE; XP 2,400; Special—Resistance to cold and electricity, vulnerabilities, blood drain.

Aziannan, Human Necromancer: LVL 12; HP 36; AC 12; ATK Dagger +4 (1d4); MV 30; SV 11; S9 I17 W14 D16 Cn13 Ch12; AL NE; XP 1200; Special—Alchemy, lore, spells per day (6/5/4/3/3/2), create scrolls, arcane knowledge (vitrum flexile, glue, distillation, alchemist's fire, algebra and geometry); Gear—*Potion of heroism, scroll of magic missile, ring of mind shielding, helm of teleportation*.

Spellbook: 1—*Cause Fear, Chill Touch, Darkness, Disrupt Undead, Fool's Gold, Ray of Enfeeblement, Read Magic, Touch of Fatigue*; 2—*Command Undead, Ghoul Touch, Obscure Object, Protection from Arrows, Spectral Hand*; 3—*Fireball, Hold Undead, Tiny Hut, Vampiric Touch*; 4—*Animate Dead, Bestow Curse, Black Tentacles, Enervation*; 5—*Blight, Magic Jar, Waves of Fatigue*; 6—*Create Undead, Move Earth*.

1443. Furleigh | Town

DEMOGRAPHICS

Population 2,910 (urban), 23,280 (rural)

Race Human, Dwarf

Religion Mercurius, god of trade

Alignment Neutral (N)

Furleigh is a mercantile town with ties to both Blackpoort and the Venatian League. The town is ramshackle and vibrant, expanding quickly and suffering growing pains as a result. The people are known for their garish clothes, not unlike the cut worn in Antigoon, but with more plaids and stripes.

Furleigh is ruled by the Archduke Bertram, who believes in letting merchants do their things without much regulation. As long as they pay their taxes and do not make trouble, they are left to their own devices. This has made the town popular with merchants, especially those of a sinister bent, and thus also with thieves. Bertram does not promote thievery or abide it, but he tends to be naïve in these matters.

The town has a guard of 60 men-at-arms (leather, buckler, spear, lantern) who patrol the streets and markets and keep

the peace, and 100 men-at-arms (chainmail, spear, short bow) who guard the walls and patrol the countryside.

1526. Abash | Stronghold

The mousy, saintly demeanor of Abash belies her great power, for she is among the greatest evokers of Kisthenes, steeped in ancient knowledge wrested from dungeons with an iron will and studied through many sleepless nights. Her skills have been honed in dungeons and at war, so she is oft consulted by kings and queens when they are threatened by neighbors. Abash despises bullies and always takes the underdog's side.

Abash' stronghold is a series of towers connected by a high wall that runs alongside the river. Golden servitors see to the castle and fish from the wall with long, golden lines that allow them a spectacular catch. Abash is very health conscious, and insists that a diet rich in fish and cabbage is the only way to go. A soup using these ingredients is her only food, which she happily shares it with visitors to her home. Her apprentices are desirous of her knowledge, but find her a taskmistress and the limited dining options of her domicile are not popular.

Treasure: Large aquamarine (2000 gp), +1 chainmail.

Golden Servitor, Medium Construct: HD 1+1; AC 16; ATK Fists (1d4); MV 30; SV 16; AL N; XP 100; Special—Immune to disease and poison, resistance to electricity.

Abash, Human Evoker: LVL 10; HP 27; AC 12; ATK Dagger +3 (1d4); MV 30; SV 11; S12 I17 W7 D9 Cn11 Ch3; AL N; XP 1000; Special—Alchemy, lore, spells per day (6/5/3/3/2), create scrolls, arcane knowledge (distillation, phosphorus, phosphorus, anti-toxin); Gear—*Ring of protection* +2.

Spellbook: 1—*Burning Hands, Detect Poison, Light, Magic Missile, Mind Thrust, Read Magic, Reduce Person, Shocking Grasp, Summon Monster I*; 2—*Continual Light, Find Familiar, Pyrotechnics, Scorching Ray*; 3—*Dispel Magic, Fireball, Lightning Bolt, Tiny Hut*; 4—*Fire Shield, Secure Shelter, Wall of Fire*; 5—*Interposing Hand, Wall of Force*.

1529. Damp Chevaliers | Monsters

Twenty horsemen in brilliant garb that sparkles like the waters of a waterfall streak across the plains on scaled horses birthed from the Pishon. The warriors are armed with crystal swords of aquamarine and wearing jellyfish head scarves that protect them from evil magic. They have been sent by the spirits of the river to warn Bethulia of coming trouble.

Knight, Medium Humanoid: HD 1+1; AC 17 (chain, shield); ATK Lance or longsword (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

1535. Dragon Burrow | Monster

The bronze dragon Cutheregis has hollowed out a burrow beneath a large bronze statue of a chimera made of orichal-

cum. This is probably a temporary lair unless he decides to extend it (and if he does, he may find a lost ophidian stronghold, abandoned but filled with a weird poisonous smoke that warps the flesh).

Treasure: 11,100 sp, 8200 gp, two treasure maps, *ring of swimming, potion of enlarge self*.

Cutheregis, Ancient Bronze Dragon, Large Dragon: HD 9 (45 hp); AC 18; ATK 2 claws (1d6+2) and bite (1d8+2); MV 40 (F150, S60); SV 12; AL LG; XP 2700; Special—Immune to sleep, resistance to electricity, 30% chance of sleeping, breath weapons (80' line of lightning or 30' cone of *repulsion*), cast spells as 3rd level magic user.

1541. Wicked Meadow | Wonder

This hex is a large meadow of green grass hemmed in by amber hills. As adventurers walk through the meadow, people begin shrinking. Treat the hex as though it is 24 miles across. Encounters after the first mile are with animals twice their normal size. Another five miles and they are three times their normal size. For the next 12 miles, the animals are four times normal size, and the insects are giant-sized as well. The next five miles and last mile are as above.

1547. Cora | Stronghold

Cora is an infamous transmuter who dwells in a tower of twisted black oaks near the Sombre River. A depraved woman with cold eyes, Cora likes include long walks in the woods, burly warriors that are easily manipulated and tampering with the laws of nature. Most of the owlbears of the Forest Perilous can trace their ancestry back to her matrix chamber, a hemispherical chamber with lines of force drawn through it to create a magical matrix in which transmutation spells are made more effective, to the extent that she can hybridize monsters without the need of messy vats or smelly chemicals.

Cora has started to tamper with human biology of late, implanting human minds into various guardian beasts that roam around her stronghold and breeding numerous mutants with glossy black skin and golden teeth and eyes who serve as her personal bodyguard; there are 12 such warriors in mail and carrying halberds, minor *power rings* (see below) and daggers. Cora also teaches seven apprentices who are dressed in patchwork clothes and kept busy scrubbing the floors and doing other household chores. She enjoys pitting them against one another for her favor.

Treasure: 6300 sp, 4000 gp, large turquoise (100 gp), medium jasper (5 gp), small rhodochrosite (20 gp), large olivine (100 gp), medium rhodochrosite (100 gp), large jade (100 gp), +2 warhammer, *greater strand of prayer beads*.

Man-Wolf, Medium Animal: HD 3; AC 13; ATK Bite (1d6 + trip); MV 50; SV 15; AL N; XP 300; Special—None.

Owlbear, Large Monster: HD 5; AC 15; ATK 2 claws (1d6) and bite (1d8); MV 30; SV 14; AL N; XP 500; Special—None.

Bodyguard, Medium Humanoid: HD 2; AC 16 (chainmail); ATK Halberd (2d4); MV 30; SV 16; AL N; XP 50; Special—*Power ring* (+1 AC, mage hand 1/day).

Cora, Human Transmuter: LVL 12; HP 26; AC 10; ATK Dagger +4 (1d4); MV 30; SV 11; S9 I11 W7 D11 Cn12 Ch5; AL CN; XP 1200; Special—Alchemy, lore, spells per day (5/4/4/3/3/2), create scrolls, arcane knowledge (distillation, homunculus, glider, soda water, gunpowder); Gear—*Scroll of protection from drowning, rod of alertness*.

Spellbook: 1—*Animate Rope, Detect Magic, Elemental Weapon, Enlarge Person, Mending, Message, Read Magic, Shield, Wizard Mark*; 2—*Alter Self, Darkvision, Detect Evil, Intelligence, Pyrotechnics, Strength*; 3—*Blink, Fly, Gaseous Form, Haste*; 4—*Mnemonic Enhancer, Polymorph Other, Polymorph Self, Resilient Sphere*; 5—*Animal Growth, Passwall, Telekinesis*; 6—*Disintegrate, Flesh to Stone*.

1604. Pomegranates | Monster

A grove of tall pomegranate trees drop large, purple fruit on the ground here. The pomegranates are sacred to Ishtar. If the seeds of the pomegranates (100 can be gathered) are planted in the wet soil of the river under a full moon, they sprout one month later as aquons in silver scale armor and armed with silver tridents. The aquons honor those who planted them and pledge themselves to their service for one month.

Aqon, Medium Humanoid: HD 1+1; AC 14 (scale); ATK 1 trident (1d6+3); MV 30 (S30); SV 16; AL Lawful (CG); XP 100; Special—None.

1606. Well Wyrn | Monster

A grove of lemon trees hides the lair of Ayarteshki, a liver dragon. The lair is built at the bottom of an ornate well (dry, but still damp). Ayarteshki has dug tunnels from the bottom of the well into the damp earth and constructed therein seven vaults, each holding portions of her treasure and all defended either with traps or chained monsters. The dragon dwells above ground, in the shelter of a grove of plum trees.

Treasure: 6400 sp, 7300 gp, small aquamarine (20 gp), small peridot (1 gp), medium serpentine (5 gp), small turquoise (1 gp), two *potions of reduce self, rod of absorption*.

Liver Dragon, Huge Dragon: HD 8; AC 17; ATK 2 claws (1d4) and bite (3d6); MV 40 (F60); SV 13; AL LE; XP 800; Special—Resistance to acid, immune to sleep, charm and illusions, breath weapon (special).

1608. Uthan | Village

Twenty Warudi warriors keep order in a small farming village here, hunting down slaves that have escaped from the manors

that surround the village. The village square has been converted into an open air prison for the slaves, who are punished severely for any transgression. The villagers are free men and women, but they are also ill-treated by the nomads. There are 480 slaves working on the farms around the village.

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

1616. Circle of Chaos | Wonder

A large circle of triangular stones in this hex acts as a magical anchor between the Material Plane and the wilds of Chaos. Within the circle, one feels an electric buzzing in their head and has a metallic taste in their mouth. The landscape looks like something from a 1970's black light poster and the ground and one's own skin rotate through a myriad of colors. After spending a few rounds within the circle, adventurers are confronted by its guardians, three howlers.

Howler, Large Outsider: HD 6; AC 17; ATK Bite (2d8) and 1d4 quills (1d6); MV 60; SV 14; AL CE; XP 600; Special—Quills, howling.

1619. Ippur | Village

Ippur is a large village of farmers that pays tribute to Neveh [1421], though not willingly. They are known for their sloth and their desire to avoid conflict at all costs. The head man of the village, Suma, is a charlatan who uses his skills to fool visitors into leaving behind as much of their money as possible.

Suma, Human Charlatan: LVL 6; HP 20; AC 13 (padded); ATK Quarterstaff +3 (1d6); MV 30; SV 13; S12 I17 W10 D12 Cn13 Ch14; AL N; XP 600; Special—Disguise, hear noise, hide in shadows, move silently, pick pockets, read languages, +2 save vs. illusions, spells (6/4/2); Gear—*Ring of protection +2*.

Spellbook: 1—*Change Self, Detect Invisible, Phantasmal Force, Prank, Prestidigitation, Read Magic, Supernumerary*; 2—*Blindness/Deafness, Compel, Compel Parley, Phantasmal Force II, Phantom Trap, Pocket Full of Rye*; 3—*Continual Light, Darkness II, Spectral Force*.

1625. Natho | Town

DEMOGRAPHICS

Population 3,130 urban, 25,000 rural

Race Human

Religion Anshar, god of primordial air

Alignment Neutral (N)

Natho is a rip-roaring town that serves as a trade hub between Bethulia and Neveh. Its Queen Nidur is doing her utmost to remain neutral between the two city-states, and thus its own independence from them.

The town is home to miners and huntsmen. The miners mine olivine from the basalt of the rugged hills that surround the city-state. The huntsmen take pelts and protect the city from the shrinking dinosaur herds of Kisthenes.

Natho's patron deity is Anshar, to whom Queen Nidur is spiritually wed. The queen's silvery hair and limpid cyan eyes have convinced some that she has sylph blood in her veins, the sylphs being considered the children of Anshar in Kisthenes. Nidur's mother took many lovers in her life, for she was an elf and had a fey appetite for adoration, so it is possible that Nidur does have an air elemental heritage.

Under Queen Nidur's command are 70 guardsmen to keep peace in the town, plus 80 light footmen and 40 archers. The town's standard is three white stripes on a field of blue.

1633. Here Comes Trouble | Monster

A company of twenty hobgoblins from Chimeria is marching through the hills seeking swordplay and plunder. The hobgoblins are commanded by Yargo, a wereboar.

Hobgoblin, Medium Humanoid: HD 1+1; AC 15 (studded leather, buckler); ATK Spear (1d8); MV 30; SV 16; AL LE; XP 50.

Yargo the Wereboar, Medium Monster: HD 4+1; AC 16 [silver]; ATK Gore (1d6) or spear (1d8); MV 30; SV 15; AL CE; XP 400; Special—Curse of lycanthropy.

1707. Worgs and Goblins | Monster

Nine worgs lair in the ruins of a mud brick fortress on a tall hill surrounded by old, tangled orchards and overgrown farms. The worgs are grumbling about the lack of easy pickings since the arrival of the Warudi, for they move about in force and keep farm workers locked up at night.

The worgs command a small army of goblins that dwell in burrows on the slopes of the hill. The goblins normally only come out at night, but they come running if they hear the howls of the worgs. There are 360 goblins in all, with froggy faces, glossy blue skin and small fangs that make them look stupider than they really are. They wear cast off human armor and wield old weapons, but they could still be the nucleus of an army to disrupt the Warudi.

Treasure: 2400 cp, 2600 sp, *wand of choir* [2].

Goblin, Small Humanoid: HD 1-1; AC 13; ATK Sword (1d6); MV 20; SV 16; AL CE; XP 50; Special—None.

Worg, Medium Monster: HD 4; AC 14; ATK Bite (1d8 + trip); MV 50; SV 15; AL NE; XP 400; Special—None.

1718. Head Butt | Monster

Three gnoll raiders are hiding in a wooden tower that was once secured to the back of a war elephant. The elephant is now a pile of bones and the tower is in rough shape due in part to the depredations of a pachycephalosaur, which is battering into it. The gnolls stole one of the animal's eggs, which they are now greedily devouring.

Pachycephalosaur, Large Animal: HD 6; AC 13; ATK Butt (2d6); MV 30; SV 14; AL N; XP 600; Special—Charge for double damage.

Gnoll, Medium Humanoid: HD 2; AC 15 (leather, shield); ATK Battleaxe (1d8); MV 30; SV 16; AL CE; XP 100; Special—None.

1727. Uthar | Village

Uthar (pop. 330) is a large village of dinosaur-tamers. They are a chaotic bunch, praying to weird, demonic gods that eschew names, but who demand blood to be spilled in ritual combat. It is for this that the locals use the carnosaurs they tame and the unlucky travelers they waylay.

The peasants in the farms around Uthar number 2,600. They raise all manner of crops, primarily for feeding captive plant-eating dinosaurs. The captive dinosaurs are kept in massive pits scattered around the walls of Uthar. In these pits, the large dinosaurs are tamed (not an easy task given their tiny brains) and then used for pulling plows, constructing walls, etc.

1731. Markash | Monster

The farmsteads that form the small village of Markash (pop. 100) are under attack. A clutch of eight giant stag beetles are helping themselves to the grain in their silos, and five dead warriors are proof that the village's warriors cannot stop the giant beetles. The women of the village wail and the children cry. Four of the children were sent out on fast horses in the cardinal directions to find some help.

Giant Stag Beetle, Large Vermin: HD 6; AC 19; ATK Horns (2d8); MV 20 (F20); SV 14; AL N; XP 600; Special—None.

1735. Seron | Village

Seron is a large village (pop. 320 urban, 2,560 rural) of farmers who want nothing more than to be left alone. About 5% of the population is halflings who work as scouts and swineherds in the village and who help their kin from the Golden Steppe make their way to Blackpoort and other points south. The village has two competing taverns, the *Sneering Pony* and the *Hole-in-the-Wall*.

The *Sneering Pony* is frequented by human farmers who gather in the large room to drink golden ale and mead and eat roast lamb while listening to Hannah, a bard with a fantastic

voice that is perfect for laments. The farmers sit, drink, eat and cry. In the room above, the merchant and artisans gather to drink spiced wine and eat pungent stews while gambling or watching bare-knuckle boxing.

The *Hole-in-the-Wall* is a tiny bar for halflings that is accessed via a literal hole in the wall of the *Sneering Pony*. It is a cozy place with many chairs with thick cushions, fantastic root beer, wonderful food and the finest storytellers in the region, who weave the legends of old with fragrant pipe smoke.

1738. Airy Grooms | Monster

A herd of five pegasi, young males with hot blood, is standing atop a tall hill in this hex, enjoying the breeze. They are being groomed by three sylphs with gold brushes (75 gp each).

Pegasus, Large Monster: HD 2+2; AC 14; ATK 2 kicks (1d6), bite (1d3); MV 60 (F120); SV 16; AL CG; XP 200; Special—Detect good and detect evil (60 ft. radius).

Sylph, Medium Fey: HD 3; AC 10; ATK Dagger (1d4); MV 30 (F90); SV 15; AL N; XP 300; Special—Magic use (druid, 4th); Spells—*Summon medium air elemental* (1/week), *gust of wind*, *invisibility*.

1742. Going Down for the Count | Monster

Three jackalweres are drinking from the river, hiding in the tall reeds. If they see the adventurers, one of them will change shape into a beautiful woman and pretend to be drowning.

Jackalwere, Medium Monster: HD 4; AC 15 [Silver]; ATK Bite (1d8); MV 30; SV 15; AL CE; XP 400; Special—Change shape, sleep gaze.

1747. Lava Crater | Monster

Two centuries ago, a rogue meteorite slammed into the Forest Perilous, burning the trees for miles around and creating a crater that filled with bubbling lava. Magicians are aware of the place and sometimes come here to work on magic items or do the other odd things that magicians use. The trees have mostly grown back, and numerous friendly lava people dwell around the crater, bathing in the lava to keep themselves supple and diving for the gemstones on which they feed.

Lava Man, Medium Humanoid: HD 2; AC 18; ATK Slam (1d4 + 1d4 fire); MV 20 (B10); SV 16; AL N; XP 200; Special—Immune to fire.

1803. Ukis | Monster

Ukis is a ruined town that serves as the lair of 14 goblins. Swine run through the empty streets, hunted by the goblins and their wolves, and filth is everywhere.

Goblin, Small Humanoid: HD 1-1; AC 13; ATK Sword (1d6); MV 20; SV 16; AL CE; XP 50; Special—None.

Wolf, Medium Animal: HD 3; AC 13; ATK Bite (1d6 + trip); MV 50; SV 15; AL N; XP 300; Special—None.

1812. Razed Village | Wonder

An army of antimatter berserkers, summoned from beyond by the strange goings-on in the region, razed a village in this hex to the ground. All that are left of the people are inky silhouettes on the walls and ground and three foundlings, Oth (5-year old boy), Goran (8-year old boy) and Yotho (13-year old girl). The people can be pulled back into the realm of the living by smearing basilisk blood on one's hand and then reaching into a silhouette to pull the person through.

1816. Three Weird Fountains | Wonder

An ancient plaza of serpentine tiles holds three fountains. Each fountain is filled with black water that is freezing to the touch (1d6 cold damage) and leaves no trace of liquid on the hand. Diving into the water deals 3d6 points of cold damage and transports the diver to the ziggurat of Ith-Othu [1416].

1818. Lord Obazus | Stronghold

Lord Obazus is not having his best day. His castle, a fine construction of mud bricks white-washed to reflect the rays of the sun, is being smashed by four angry olifaunts. Obazus' surviving soldiers, 25 archers and 28 spearmen, are doing their utmost to drive the creatures off, but one tower has already been smashed to bits and there is a gaping hole in the castle wall.

The origin of this hostility is the foolishness of a trader, Litta, a funny old woman with more moxie than common sense. She captured an olifaunt calf and the parents want it back. Lord Obazus was just about to escort the animal back to its parents when the beasts attacked. He is holding his 20 elite warriors back to challenge the animals if they enter the stronghold, and is doing his utmost to lead the baby out of the stronghold.

Treasure: 1100 sp.

Olifaunt, Huge Animal: HD 23; AC 17; ATK Slam (6d8), 2 stamps (6d6) or gore (6d10); MV 50; SV 7; AL N; XP 2300; Special—Trample.

Lord Obazus, Human Paladin: LVL 10; HP 57; AC 19 (+5 *studded leather*, shield); ATK *Khopesh* +9 (1d6+2); MV 30; SV 11; S13 I14 W13 D8 Cn15 Ch16; AL LG; XP 1000; Special—Riding, detect evil, immune to disease, smite chaos 3/day, halo, silver spurs, religious badge, coat of arms, lay on hands, cure disease 2/week, turn undead, warhorse (+2 HD), cleric spells (4/2/1); Gear—*Potion of jump*, *ring of force shield*, *elixir of truth*.

1824. Grazers | Monster

A herd of 23 oryx is grazing in this hex. In the early dawn or the last light of evening one might make out the wavering shape of beautiful fey women cavorting with the beasts. These

nymphs are protective of the animals, and forbid the hunting of them. They carry sacks of manna and skins of wine and are happy to share them with wayfarers.

Guardian Nymph, Medium Fey: HD 12; AC 23 [+1] (chainmail); ATK Spear (1d8+1 + 1d6 electricity); MV 30 (S20); SV 11; AL NG; XP 6000; Special—MR 30%, immune to electricity and fear, blinding beauty, stunning gaze; SP—dimension door (1/day), magic use (cleric, 4th), summon armor and weapon.

1832. Ashkar | Village

The village of Ashkar (pop. 130 urban, 1,040 rural) was a larger town until it suffered a Chimerian assault. Ashkar never recovered and it is rarely visited now except by curious adventurers. They come to see the magnificent Tower of the Owl, a large tower of ivory-colored stone. The tower is carved with bas-reliefs of owls and rises from the corner of the former royal palace, which is now considered one of the most haunted places in the region. When the Chimerians plundered the place, they walled the royal family into their palace and pronounced dire consequences if they should ever be permitted to leave. It is assumed that the royals died within the building and now haunt it. The palace is surrounded by tangled gardens with brackish pools populated by croaking frogs.

Ghost, Medium Undead (Incorporeal): HD 6; AC 15 [Silver]; ATK Hurlled object (30 ft./1d4); MV F30; SV 14; AL N; XP 1800; Special—Rejuvenate in 1d4 days, frightful moan, *magic jar*.

1834. Rust Red Tower | Dungeon

This hex holds a jagged tower constructed by the ancient elves, but conquered by the ophidians and painted in the blood of the garrison. It is now rust red in color and casts an ominous shadow across the landscape. Under this shadow the ground is greyish and seems to smoke, sending up a fine mist of soul-stuff, the touch of which sends shivers down the spine and unleashes a chorus of wailing elves in the mind.

One can see in an upper window a pale woman of great beauty combing her hair with a golden brush. Getting close to the tower attracts a gang of 16 gremlins, who live in the belfry and who will cast stones and daggers at people.

Inside the tower, there is a winding stair that leads through many rooms, in a manner inconsistent with the exterior design of the tower. All manner of monsters dwell here, most of them emerging from large, gold-framed mirrors on the walls. Entering these mirrors is only possible while naked. They lead to a pocket dimension that allows quick access to the top floor, where the maiden was seen, and the cellar.

The “maiden” is a banshee, the remains of the elven commander of the tower. The cellar holds several barrels filled with blood and elven wights. Bathing in the blood makes one

immune to the special attacks of the banshee, and killing the banshee and all of the wights causes the tower to revert to a normal tower without pocket dimensions or hauntings.

Treasure: 5100 cp.

Gremlin, Small Humanoid: HD 1-1; AC 11; ATK Dagger (1d4); MV 20 (F60); SV 16; AL CE; XP 50; Special—None.

Wight, Medium Undead: HD 4; AC 15; ATK Slam (1d4 + 1 energy drain); MV 30; SV 15; AL CE; XP 1200; Special—Spawn.

Banshee, Medium Undead (Incorporeal): HD 7; AC 17 [+1]; ATK Strike (1d8 + 1 strength drain); MV 40 (F40); SV 13; AL CE; XP 2100; Special—MR 50%, immune to electricity and cold, sense living creatures, *wail of the banshee*, frighten animals, destroyed by *dispel evil* spell.

1839. Trapped Mother | Monster

Three young pachycephalosaurs are whining for their mother, who has fallen into a deep pit. She is uninjured, but cannot escape without help.

Pachycephalosaur, Large Animal: HD 6; AC 13; ATK Butt (2d6); MV 30; SV 14; AL N; XP 600; Special—Charge for double damage.

1848. Silver Hind | Monster

These woods are home to a deer with an auburn coat and silver antlers. It is sacred to the elves and fey of the woods and even the chaotic among them are sworn not to harm it on pain of divine retribution. Elven hunters sometimes come here to track it and attempt to outrun it.

Ceryneian Hind, Large Monster; HD 6 (36 hp); AC 20 [+1]; ATK 2 hooves (8) and antlers (8); MV 100; SV 14; AL N; XP 1800; Special—Magic resistance 50%, regenerate; SP—3/day—*dispel magic*, *haste*, *detect invisibility*.

1904. Leppo | Town

DEMOGRAPHICS

Population 1,430 urban, 11,440 rural

Race Human

Patron Deity Lahamu, daughter of Tiamat

Alignment Neutral (N)

Leppo is a small town of fishermen surrounded by sandstone quarries and small garnet mines. The town is constructed of mud brick with sandstone temples and palaces. The walls are patrolled by 90 archers. The town is under the control of the Warudi, who maintain a garrison of 20 nomads. An incursion of 25 goblin thieves has infiltrated the undercity.

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

Goblin, Small Humanoid: HD 1-1; AC 13; ATK Sword (1d6); MV 20; SV 16; AL CE; XP 50; Special—None.

1911. Ghouls | Monster

Nineteen ghouls are crawling over the rotting corpse of a triceratops. The dinosaur has a golden spear thrust into its throat and the monsters appear to be avoiding the spear. Several vultures scurry about near the corpse, but are intimidated by the presence of the undead. A bloody trail from the corpse leads to an injured paladin, Ashnur, whose leg was crushed by the beast in a fight. The paladin has healed himself as much as he can, but he is still crippled. He has turned the undead once already and knows they will be coming back.

Ashnan was on an errand for the high priest of Utu, Ninhurs, in Heth [5617]. He had journeyed a long way to deliver the golden spear to the questing knights of Gwenth, but a chance encounter with an enraged triceratops appears to have ended his quest before it was completed.

Ghoul, Medium Undead: HD 2; AC 14; ATK 2 claws (1d4 + paralysis 1d4+1 rounds), bite (1d6); MV 30; SV 16; AL CE; XP 200.

Ashnan, Human Paladin: LVL 3; HP 12; AC 17 (chainmail, shield); ATK Khopesh +5 (1d6+3); MV 30; SV 15; S16 I13 W15 D10 Cn9 Ch16; AL LG; XP 300; Special—Riding, detect evil, immune to disease, smite chaos 3/day, halo, silver spurs, religious badge, lay on hands, turn undead; Gear—*Lyre of building*.

1935. Captive Wyvern | Monster

A band of doughty dwarf warriors has captured a wyvern ... or at least, they think so. They have ropes attached to wooden stakes hammered into the ground holding him down, but they can't get close to the monster. The dwarves, six brothers from Zippur [1136], plan to sell it in Galardis.

Dwarf Fighters: LVL 4; HP 22; AC 18 (banded, shield); ATK Warhammer +5 (1d4+2); MV 30; SV 15; AL LG; XP 400; Special—Dwarf traits, riding, leadership, dominate.

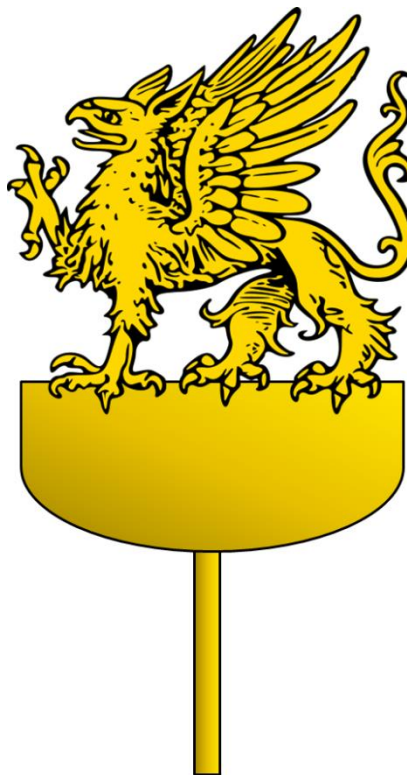
Wyvern, Huge Dragon: HD 7; AC 17; ATK Bite (2d8), sting (1d6 + Poison IV); MV 20 (F60); SV 13; AL N; XP 3,500; Special—None.

1947. Lil' Bruisers | Monster

A band of eleven brownies dwells here in an oak tree that borders a large meadow. The brownies are advocates of a game involving an oblong boar-leather ball which must be thrown, carried or kicked from one end of the meadow to the other to score points. The brownies are pretty good at the game and are always eager for challengers. Playing the brownies at their game, win or lose, earns people their respect and hospitality.

Treasure: 2600 sp, small chrysoberyl (20 gp).

Brownie, Tiny Fey: HD ½; AC 16; ATK Fists (1); MV 30; SV 17 (12 vs. spells); AL LG; XP 150; SA—Surprise (3 in 6); SP—At will—*dancing lights, mending, prestidigitation*; 1/day—*confusion, continual light, dimension door, protection from evil, ventriloquism*.



2006. Obb | City-State

DEMOGRAPHICS

Population 3,340 urban, 26,670 rural

Race Human

Patron Deity Ereshkigal, goddess of death

Alignment Neutral (N)

AUTHORITY

Temporal (Current) Taa'am zin Taa'am, Bay of Obb (LE)

Human Fighter: LVL 7; HP 44; AC 20 (plate armor, shield); ATK +1 *footman's mace* +7 (1d6+1); MV 30; SV 14; S12 I7 W14 D11 Cn12 Ch10; AL LE; XP 700; Special—Riding, leadership, dominate; Gear—*Potion of spider climb, ring of wizardry I, iron flask*.

Temporal (Former) Heptu, Queen of Obb (CN)

Spiritual (Former) Sarabi, High Priest of Death (NE)

Human Anti-Cleric: LVL 6; HP 24; AC 19 (plate armor); ATK *Footman's mace* +3 (1d6); MV 30; SV 13; S10 I12 W16 D14 Cn9 Ch14; AL NE; XP 600; Special—Conversion, healing, rebuke undead, spells per day (5/3/2); Gear—*Scroll of genesis, wand of remove paralysis* [6].

Criminal Amugad the Jeweler (N)

Human Thief: LVL 11; HP 32; AC 12 (leather); ATK Dagger +7 (1d4+1); MV 30; SV 13; S13 19 W8 D10 Cn10 Ch9; AL N; XP 1100; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +3d6, camper; Gear—*Ring of water walking*.

DESCRIPTION

Theme City under siege

Wilderness Kisthenes

Accent Middle Eastern

Vistas Stark plateau, stone towers, griffons in flight, nomads encamped around the city, public executions and whippings, crowded slave markets

Names Alamesh, Amkuzur, Azum, Dukuru, Egamer, Eshkil, Garanna, Gezara, Gilgezu, Iliit, Myla, Nanga, Nanna, Nidur, Ninki, Ninli, Nisab, Puaba, Saba, Sangalu, Shursil, Siduk, Sini, Tatta, Urilim

Money Mana (gp), Shekel (sp), Utu (cp)

Obb is an ancient city-state located on an island between two branches of the River Giyon, and it has seen better days. The island is a plateau with steep sides to the south and east and a gentler slope on the west. It was from the west that the Warudi nomads landed in boats and began their march towards Obb. After a siege that lasted several months, the city was taken, its royal family killed or scattered and many of its people enslaved. Most have been taken to Ishkabibel to help build monuments and prepare for the coming of Tiamat, while others work the fields of the Alakthar. Obb has lost about 60 percent of its population. A garrison of 400 Warudi soldiers now keeps order in the city-state and patrols its lands.

Obb was not only taken because the Warudi wanted to spread their rule over the whole of Kisthenes. It was also taken due to the presence of Amugad the Jeweler, the finest jeweler in all of Kisthenes and thus a valuable assistant in preparing the way for Tiamat, which requires certain complex crystalline structures. Amugad is also a master thief and the leader of the secret resistance to Warudi rule.

The city is a collection of buildings composed of white, red and gray stone, often in colorful combinations. The walls of the city are atop the steep cliffs of the plateau, with only a single gate into the city. The entry gate is flanked by massive statues of byakhee, which are the symbol of the city-state. A large flock of byakhee was kept by the royal family. Queen Heptu fled the city-state on the back of one when it was clear her city was falling. She is now living in exile in Heth [5617].

The people worked as farmers, fishermen and miners who dug opals from the sandstone promontories that dot the surrounding landscape. The lands around the city-state were home to a pre-human civilization. There are many remnants of that civilization in the area, mostly columns carved from serpentine.

The citizens of Obb are known for their curly hair, long robes decorated with vertical stripes and necklaces of large beads made of wood, glass or rarely opals. The city's warriors carry khopeshes and wear horned helms. A few of these soldiers now hide in the wilderness, awaiting for a chance to get even.

The current ruler of Obb is Taa'am zin Taa'am, a favorite of the Alakthar Baligant of Ishkabibel. Taa'am is an honest man, but a religious zealot and a terrible enemy, for he is relentless and ruthless. He wears the royal crown, a band of tall gold rods linked with platinum wire, and each rod topped with a precious stone.

Ereshkigal's ziggurat is located in the southern portion of the city-state and it is as yet unconquered. The death goddess' high priest, Sarabi, has retreated into the ziggurat along with many of his lesser priests. They have not been seen for two weeks and are in fact being transformed by the ziggurat's energies into a wraith and wights. In one week's time, an army of flesh-eating zombies led by the wraith Sarabi and his wights is going to burst from the ziggurat and scour the city of all life.

2018. Anu the Wise | Wonder

A colossal statue of Anu carved from a mount of porphyry stands in this hex. The statue is 80' tall and the eyes are polished so finely that they seem to glow in the sunlight. If ever those eyes look upon a rainbow (i.e. after a rain, 15% chance), the rainbow light reflects from them onto anyone within 250 feet of the eyes. These people gain the special abilities, attack bonuses and saving throw bonuses of their next highest level for one week as a blessing of Anu.

2023. Grazing Horses | Monster

A herd of 200 wild horses is grazing in this hex. They are fine beasts with amber coats and white manes.

Horse, Large Animal: HD 2+1; AC 14; ATK 2 kicks (1d6); MV 60; SV 16; AL N; XP 100; Special—None.

2031. Message from Beyond | Monster

A giant golden eagle stands atop a great pillar of natural stone, gazing into the wind to the north and communing with the Eagle Lord, who instructs him to gather his brethren together and flee across Chimeria.

Giant Eagle, Large Monster: HD 4; AC 15; ATK 2 claws (1d6) and bite (1d8); MV 10 (F120); SV 15; AL N; XP 400; Special—None.

2044. Treed Cat | Monster

Eight young elven lords from Glamer [2647] are in this hex hunting with a pack of 16 elven hounds. All are mounted and dressed in hunting green, with silver horns, hunting swords,

boar spears, longbows and daggers. They have treed a panthera who was on its way to the conference in [3437].

Elf Hound, Medium Animal: HD 3; AC 13; ATK Bite (1d6 + trip); MV 50; SV 15; AL N; XP 300; Special—None.

Elf Lord, Medium Humanoid: HD 4+1; AC 15; ATK Longbow (1d8) or longsword (1d8); MV 30; SV 15; AL CG; XP 200; Special—MR 90% to sleep and charm, surprise (3 in 6), immune to ghoul paralysis.

Panthera, Medium Monster: HD 7; AC 16; ATK 2 claws (1d4 + rend) and bite (1d6); MV 40; SV 13; AL CG; XP 700; Special—MR 15%, breath weapon (20 ft. radius cloud of perfume; neutralizes powerful odors, *charm monster* or for dragons *fear*).

2048. Violet Goddess | Wonder

Moving through a gully of loose stones and a small, trickling stream, one may find on the far bank a set of mossy stone stairs leading up and around a large elm tree.

The stairs climb up to a meadow thick with violets, which are blooming even in the winter when the meadow is covered with snow. They give off an odd, invigorating perfume. At the heart of the meadow is a sphere of transparent adamantine that encloses an elf skull.

Those within 20' of the skull feel a pleading within their hearts and minds for release – not in words, but in emotions. If one can crack the sphere open and release the skull, a whirlwind of violet blooms whips up around the skull, forming into a gaunt goddess composed of the blossoms with long pearly fingers that drip ichor and hungry purple eyes. This is the remains of the morbid demi-goddess Ceithlai, who was slain by her father Karne when he discovered her smothering fey children.

Ceithlai needs sentient souls to fully reform and then new worshippers to regain her full powers.

Ceithlai, Medium Undead: HD 5 (30 hp); AC 19 [+1]; ATK Slam (4 + 1 energy drain); MV 60; SV 14; AL CE; XP 1200; Special—Spawn, magic resistance 50%, regenerate; SP—3/day—*dispel magic*, *haste*, *detect invisibility*.

2103. The Beetles | Monster

Ten giant stag beetles are attacking a Warudi grain caravan headed to Ishkabibel. Only three guards are still alive. Twelve light warhorses have fled the beetles and are now grazing on the long grasses of the savannah.

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

Giant Stag Beetle, Large Vermin: HD 6; AC 19; ATK Horns (2d8); MV 20 (F20); SV 14; AL N; XP 600; Special—None.

2112. Nath | Town

DEMOGRAPHICS

Population 1,110 urban, 8,880 rural

Race Human

Religion Lahmu, god of protection and benefice

Alignment Lawful (LG)

Nath is a small town ringed by three walls, each set of walls being separated by a gaping chasm with a bottom covered in iron spikes. The Nathites are especially proud of their town and their princess, Ningal, and though they now pay tribute to the Warudi, they claim to be a power more than equal to defeating the nomads if only they weren't pacifists.

Fighting in Nath is forbidden by ancient law and those who ignore it find the ground beneath their feet becomes a quagmire that sucks them down through the ground into a small cell with an open door. The cell leads into a dungeon inhabited by others who were caught disobeying the law. At the heart of the dungeon is a temple of Lahmu at which one must pray to be freed from the dungeon.

Nath has a small temple dedicated to Lahmu. Three clay golems painted bright white patrol the streets on behalf of the vacant priests of Lahmu.

Clay Golem, Large Construct: HD 11 (55 hp); AC 20 [+1]; ATK 2 slams (3d6 + special); MV 20; SV 11; AL N; XP 3300; Special—Immune to edged and piercing weapons and magic (*disintegrate* paralyzes, *move earth* pushes golem back 120 ft.), go berserk, *haste* 1/day.

2114. Pristine Pond | Wonder

There is a 60' long pond here wedged between two banks of crimson sand dotted with glass eyeballs. The water is divinatory, giving people dreams that act as an *augury* spell for the next day. In any given event, there is a 25% chance that the dream will give a person a clue as to what they should do.

2120. Castle Maskha | Stronghold

The halls of Lady Sabi often echo with her rages, for she is rarely satisfied with her position in the world. A mercenary of great renown, she served both Khuburu [2624] and Neveh [1421] before finally becoming a bandit queen. Alas, the peace between Khuburu and Neveh has been bad for business, so she hatches many plots to get those kingdoms fighting.

Sabi is a large woman of meagre intellect but unending ambition. She commands 50 spearmen, 40 archers and 6 war chariots. Her army marches into battle accompanied by the bedraggled and hen-pecked magic-user Kuriasha, who loves his mistress as much as he fears her.

Treasure: 1600 cp, 2600 sp, two medium moonstones (5 gp), two small aquamarines (20 gp), *staff of transmutation*.

Kuriasha, Human Magic-User: LVL 6; HP 13; AC 10; ATK Dagger +1 (1d4-1); MV 30; SV 13; S8 I16 W10 D12 Cn11 Ch17; AL LE; XP 600; Special—Alchemy, lore, spells per day (5/4/2), create scrolls, arcane knowledge (sneezing powder, poison I); Gear—*Staff of illumination, ring of spell storing I*.

Lady Sabi, Human Fighter: LVL 12; HP 60; AC 16 (+3 ring mail, shield); ATK 1+ +1 spear +12 (1d8+2); MV 30; SV 11; S13 I13 W13 D7 Cn15 Ch15; AL CE; XP 1200; Special—Riding, leadership, dominate; Gear—*Potion of jump*.

Dragon Mount, Large Monster: HD 8; AC 17; ATK 2 claws (1d6) and bite (4d6); MV 50 (F40); SV 13; AL N; XP 800; Special—Nerve-shattering road every 1d4 rounds (fatigue).

2125. Sippo | Village

Sippo is a village of 90 herdsmen who mine gold. That may not seem to make sense until you learn that the herdsmen herd giant ants which have a knack for finding the material. They are also pretty good at digging for it and have tunnels crisscrossing all over the hex.

Unfortunately, these tunnels attract ankhegs and the gold attracts bandits. To deal with both problems, the people of Sippo dwell within a massive ant hill with their charges. The hill is 50' tall and the rim is always under the guard of at least five archers. The ant hill is surrounded by farmland worked by 720 peasants, most of which dwell in the ant hill while a few dwell in brick cottages on the outside, the ants unnerving them.

Sippo's herdsmen have 35 giant ants under their control. They are uncommonly fond of the ants, the Sippites being lawful folk, and never mistreat them.

Ankheg, Large Monster: HD 3; AC 17; ATK Bite (3d6 + 1d4 acid); MV 30 (B15); SV 15; AL N; XP 300; Special—Spit acid (30 ft./3d6).

Giant Stag Beetle, Large Vermin: HD 6; AC 19; ATK Horns (2d8); MV 20 (F20); SV 14; AL N; XP 600; Special—None.

Giant Ant, Medium Vermin: HD 3; AC 17; ATK Bite (1d8), sting (1d4 + 1d4 acid); MV 50 (C20, B10); SV 15; AL N; XP 300; Special—None.

2129. Kina-Sidu | Town

DEMOGRAPHICS

Population 1,390 urban, 11,120 rural

Race Human

Religion Ninkilim, god of vermin

Alignment Neutral (N)

The men of Kina-Sidu have had enough. The governor sent to them by the King of Khuburu [2624] has been beheaded and his body torn to pieces and thrown to the dogs. His bodyguard has been enslaved and his wife stripped of her finery and sent with a whipping back to Khuburu to let them know that Kina-Sidu is a free town.

Kina-Sidu has stout walls and tall towers, with gates to the west and south. The people, preparing as they are for war with Khuburu, are laying in a stock of food and water. They have also sent ambassadors to Bethulia [0534] in the hopes of gaining their help in resisting the Khuburites.

The revolution in Kina-Sidu came from below, not above. Ninkilim ("Lord Rodent") had a shadowy cult of Kina-Sidu which eventually threw down the cult of Enlil and brought Ninkilim's high priest Baraga to the throne. Naturally, the cult's true head is the wererat Ayammeshki, the head of the local guild of thieves. Her plan is plunder and escape before Khuburu marches down from the north to reconquer the town.

Ayammeshki the Wererat, Medium Monster: HD 3; AC 13 [silver]; ATK Bite (1d6) or dagger (1d4); MV 40; SV 15; AL CE; XP 400; Special—Curse of lycanthropy, 3rd level thief abilities.

2143. Celadon Dragons | Monster

A clutch of celadon dragons dwell in the tree tops in this hex, their nest hidden in the leaves and an alternate lair burrowed under the trees and mossy boulders that surround the trees.

The mother dragon is in her burrow waiting for the return of her three daughters, who are in [3437] to assassinate a greater shedu. The dragons were approached by a dark traveler, who paid them a pretty penny for the murder.

Treasure: 3200 sp, small citrine (1 gp), small turquoise (1 gp), small beryl (20 gp), medium jet (5 gp), *broom of flying, scroll of detect magic*.

Celadon Dragon, Medium Dragon: HD 8; AC 17; ATK 2 claws (1d8) and bite (2d10); MV 40 (F80, C30); SV 13; AL NE; XP 2000; Special—Resistance to acid, immune to sleep and charm, poisonous cloud breath (1d4 Str, Con and Dex).

2204. Kadu | Village

Twenty miners are mining tin under the crack of the Warudi whip. Five sages from Ishkabibel have fled to the mines and are being fed by the miners, who sneak food in to them. Approximately 160 slaves farm fields around the village center. They are guarded by ten nomads.

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

2214. Hungry Hunters | Monster

Nine centaurs are hunting in this hex. They are barbaric folk and likely to cause trouble if they think they can overpower adventurers. While the centaurs are bullies, they are not killers. Each one carries three days-worth of iron rations and two waterskins filled from the pond in [2114].

Centaur, Large Monster: HD 4; AC 14; ATK Spear (1d8); MV 50; SV 15; AL N; XP 200; Special—None.

2231. Monastery of Valor | Stronghold

A monastery of monks dedicated to Ninurta, the god of heroes, occupies a high ridge in this hex. The ridge is surrounded by an acacia forest inhabited by numerous wild goats, which are considered as sacred to the deity.

The monastery is a mud-brick construction consisting of a small citadel (wherein dwell the monks) and a courtyard for their training. Several small outbuildings provide solitude to monks for their meditations.

The monastery enjoys occasional visits from the knights of Lyonesse. Many young knights journey to the monastery for training, especially in the areas of courage and fortitude.

The twenty lesser monks of Ninurta fight with forked weapons used for disarming and bludgeoning. They pray to a white crystal formation beneath the monastery that can only be reached by crawling through a narrow, twisting tunnel. The cavern of the crystal is filled with warm salt water and the walls are encrusted with smaller crystals which the monks chip off and turn into charms worn around their neck as proof they have seen the crystal.

Ninurta's monks go bare-chested and wrap white cloth around their legs and abdomens. They paint a grey triangle on their faces and are permitted a crystal charm and leather bracers, but no other costume. Their leader is Shursab, a tall, stately woman with an abrasive personality. Only perfection is good enough for Shursab. If she meets a "perfect specimen", there is a percentage chance equal to his or her charisma score that she falls in love with them. Shursab's badge of office is a pair of opals on her bracers.

Treasure: 3700 cp, 1700 sp, copper flagon (10 gp), *ring of wizardry III*.

Monks: LVL 3; HP 16; AC 11; ATK Slam +1 (1d6); MV 40; SV 14; AL LG; XP 300; Special—Acrobatics, climb walls, hear noise, hide in shadows, move silently, open locks, read languages, surprised (1 in 6), stunning attack, deflect arrows; Gear—None.

Shursab, Human Monk: LVL 10; HP 40; AC 16; ATK 2 slams +8 (2d6+2); MV 60; SV 11; S17 I12 W17 D15 Cn9 Ch10; AL LG; XP 1000;

Special—Acrobatics, climb walls, hear noise, hide in shadows, move silently, open locks, read languages, surprised (1 in 6), stunning attack, deflect arrows, hit creatures only struck by +2 weapons, speak with animals and plants, immune to disease and slow, geas and quest spells, feign death, 90% resistance to mind reading and control, heal own wounds; Gear—*potion of E.S.P.*

2234. Thirsty Hadrosaurs | Monster

Thirteen hadrosaurs are making their way through this hex looking for water, their old watering hole [2334] having been taken over by an ill-tempered catoblepas.

Hadrosaur, Huge Animal: HD 14; AC 13; ATK Bite (2d6) and tail (3d6); MV 40; SV 10; AL N; XP 700; Special—None.

2244. Ghastly Knights | Monster

Four ghosts in plate mail carrying scythe-like blades are hunting for fey for the fleshpots of Cora [1547]. They are every bit as unpleasant as they sound if you have fey blood.

Ghast, Medium Undead: HD 4; AC 17; ATK 2 claws (1d4 + paralysis), bite (1d8); MV 40; SV 15; AL CE; XP 400; Special—Stink (10', save or fatigued 1d10 minutes).

2303. Lion Hunt | Monster

Warudi nomads are hunting lions in this hex. Their servants have established a camp of opulent pavilions and are preparing a large evening repast of stewed apples, braces of rabbits and quails in a spicy pepper sauce, steamed root vegetables drizzled in goat butter and other delicacies. There are twelve nobles accompanied by 48 nomad warriors as bodyguards and about 120 servants, sixteen of them slaves. The largest tent belongs to Lord Aadid. It has enough room to seat all the nobles and warriors and the sixteen slaves – dancing girls – on pillows around low tables carved from walnut.

Noble Warudi, Medium Humanoid: HD 2+1; AC 19 (mail, shield); ATK 1 spear (1d8); MV 30; SV 15; AL N; XP 100; Special—None.

Lord Aadid, Human Fighter: LVL 6; HP 27; AC 17 (+2 *scale*, shield); ATK Khopesh +6 (1d6+2) or composite bow +4 (1d6+1); MV 30; SV 14; S15 I12 W7 D8 Cn12 Ch15; AL N; XP 600; Special—Riding, leadership, dominate; Gear—*Cloak of the bat*.

2308. Badgiri | Stronghold

Badgiri is a stronghold manned by forty warriors under the command of Lord Azeel, a gangling, studious warlord who is a zealous worshipper of Tiamat and all she stands for. He and his elite bodyguard of berserkers brand the holy symbol of Tiamat on their faces and on the faces of their captives. Their worship, which takes the form of frenzied dancing to the beat of drums and peel of horns, is led by the mysterious Abu Yamo, a grizzled old man with an eye patch and white robes.

Abu Yamo has a secret. He is not a priest of Tiamat, but rather a bard who was almost caught stealing from the warlord. He was disguised as an old beggar and when caught fled into a sermon to convince them he was a holy man. The ruse worked and he has now been stuck in the stronghold playing the role of a wild-eyed priest. He is desperate to escape.

Treasure: 6500 sp, 8000 gp.

Man-at-Arms, Medium Humanoid: HD 1; AC 16 (scale, shield); ATK Scimitar (1d6); MV 30; SV 16; AL N; XP 50; Special—None.

Berserker, Medium Humanoid: HD 1+1; AC 12 (shield); ATK Scimitar (1d6); MV 40; SV 16; AL CE; XP 100; Special—Immune to fear.

Abu Yamo, Human Bard: LVL 5; HP 17; AC 17 (banded); ATK Scimitar +3 (1d6+1); MV 30; SV 15; S14 I14 W11 D10 Cn11 Ch14; AL N; XP 500; Special—Carouse, lore, read languages, climb walls, hear noise, hide in shadows, move silently, open locks, pick pockets, spells per day (5/2), music (fascinate, counter music); Gear—*ring of protection +1*.

Lord Azeel, Human Fighter: LVL 12; HP 63; AC 20 (plate armor, shield); ATK 1+ khopesh +10 (1d6+1); MV 30; SV 11; S12 I11 W6 D10 Cn12 Ch7; AL CE; XP 1200; Special—Riding, leadership, dominate; Gear—*Rod of rulership*.

2311. Lady Ninu | Stronghold

Lady Ninu, an exiled priestess of Ishkabibel, built a small fortress here a decade ago, plotting her eventual conquest of the holy city. The Warudi beat her to it, so now she ponders whether she should rebel against them or ally herself with them to gain access to the city. Ninu commands 20 spearman, 10 archers and 20 horse archers. She is smart as a whip, but deeply pessimistic, which keeps her from making command decisions. For this, she relies on Madame Mathu, a sorceress with whom she has adventured for years.

Treasure: 2800 cp, 6500 sp, 6000 gp, medium zircon (5 gp), small quartz (1 gp), large turquoise (100 gp), large pearl (100 gp), small jacinth (1 gp), small diamond (100 gp).

Man-at-Arms, Medium Humanoid: HD 1; AC 17 (chain, shield); ATK Longsword (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Madame Mathu, Human Sorcerer: LVL 6; HP 21; AC 9; ATK Dagger +2 (1d4); MV 30; SV 13; S12 I13 W11 D7 Cn13 Ch15; AL NE; XP 600; Special—Alchemy, brew potion, sense magic, spells per day (5/2/1), spells known (6/5/3); Gear—*Hat of conjuring, staff of earth and stone*.

Mathu's Spells Known: 1—*Color Spray, Disrupt Undead, Fool's Gold, Jump, Phantasmal Force, Read of Magic, Summon Monster I*; 2—*Alter self, darkvision, Know Alignment, Whispering Wind, Wisdom*; 3—*Gaseous Form, Illusory Script, Shockwave*.

Lady Ninu, Human Ftr: LVL 12; HP 64; AC 20 (+2 platemail, shield); ATK 1+ +1 scimitar +11 (1d6+2); MV 30; SV 11; S15 I12 W16 D8 Cn9 Ch7; AL LE; XP 1200; Special—Riding, leadership, dominate.

Manticore Mount, Large Monster: HD 6; AC 16; ATK 2 claws (1d8), bite (1d6) or 6 spikes (180 ft./1d6); MV 30; SV 14; AL CE; XP 600.

2318. Mastodon Beacon | Wonder

A mastodon herd walks through this area, the largest of them with a wooden tower on its back. From atop this tower there shines a light bright enough to be seen in daylight, a piercing white light that makes the Chaotic feel on edge, as though they are about to pay for their crimes. The largest of the mastodons is a daughter of the Elephant Lord and thus a prized specimen and not to be trifled with. She is quite intelligent, but tends to be too talkative and rather foolish.

Mastodon, Huge Animal: HD 12; AC 14; ATK Slam (2d10), 2 stamps (2d8) or gore (2d12); MV 40; SV 11; AL N; XP 1200; Special—Trample (up to medium-sized creatures, 2d10).

Mastodon Queen, Huge Monster: HD 13 (78 hp); AC 18 [+1]; ATK Slam (20), 2 stamps (16) or gore (24); MV 80; SV 11; AL N; XP 1200; Special—MR 50%, regenerate, trample (up to medium-sized creatures, 2d10); SP—1/day—*Dispel magic, haste, detect invisibility*.

2329. Angry Baboons | Monster

A gang of six rock baboons are pounding against a stone door that is lodged into the base of a jagged promontory. They were chasing a band of adventurers who escaped into the door. There is only one way to find out where it leads.

2234. Catoblepas | Monster

A watering hole here is now home to an ill-tempered catoblepas. It lurks in the shallows of the watering hole, its bulk submerged in the water.

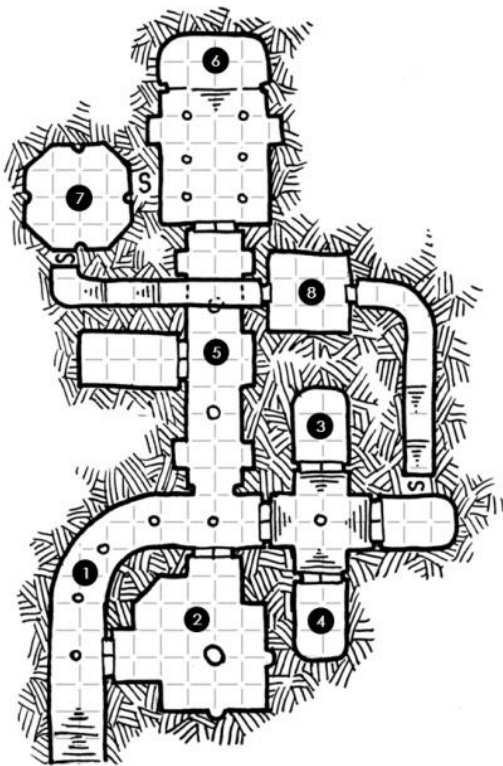
Catoblepas, Large Monster: HD 6; AC 12; ATK Gore (1d6 + stun for 1d10 rounds); MV 20; SV 14; AL N; XP 3000; Special—Death gaze.


2338. The Lion's Cave | Dungeon

An old cave here is home to an old male spotted lion. The mouth of the cave is decorated with skulls (mostly animal, but a few human) and some broken and battered weapons and armor. Inside the cave, there is a crawl space near the ceiling that winds down to a slightly larger shaft that leads below the earth to a small dungeon.

[1] This hall is richly decorated with carvings and pillars that appear to be composed of pure topaz. If a column is touched, it melts down into sparkling topaz ooze.

Topaz Ooze, Medium Ooze: HD 4; AC 12; ATK Touch (1d4 acid + engulf); MV 20; SV 16; AL N; XP 400; Special—Immune to acid and poison, resistance to weapons, dissolves organics and metal but not stone, slashing weapons split monster in two.



 patreon supported

[2] Long ago, the dead body of an ophidian sage was embedded in an iron statue depicting him as he was in life. The statue stands in this room on a pedestal of serpentine marked with ophidian runes that proclaim “Szzackliss - wise in life, twice wise in death, thrice cunning”. The statue can be asked questions about the future, answering in a sibilant voice. The sage answers one of every three questions (in a row) with a lie.

[3] The central chamber that leads to this room is sunken and holds a dry font that may have once held unholy water. This room holds four ophidian skeletons, each armed with a battle-axe and dressed in chainmail.

Skeleton, Medium Undead: HD 1; AC 15; ATK Axe (1d8); MV 30; SV 16; AL N; XP 100; Special—Immune to illusions and mind effects, resistance to slashing and piercing weapons.

[4] This room holds an iron chest that appears to be composed of a long, coiled serpent. This is actually an iron cobra wrapped around a steel cylinder that holds 4100 cp, a small zircon (1 gp), a medium serpentine (5 gp), a medium beryl (100 gp) and a *scroll of protection from drowning*.

Iron Cobra, Small Construct: HD 1; AC 18; ATK Bite (1d4 + Poison IV); MV 40; SV 16 (10 vs. magic); AL N; XP 500; Special—Resistance to weapons, five poisonous bites.

[5] This hall sets up weird vibrations in metals. This has the effect of a *repulsion* spell towards those objects.

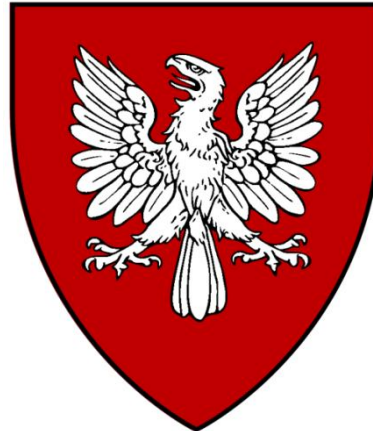
[6] This is a temple to the ancient deity Turutus, who has the body of an ophidian with rust-colored scales and the head of a rust monster. He is a deity of entropy, specifically of metal. Any metal touching the idol dissolves immediately and any weapon or armor carried onto the altar’s platform must save or corrode enough to lower its effectiveness by 1 point (i.e. -1 to AC or -1 to damage). If an item is destroyed by the idol, the secret door to room [7] slides open.

[7] This room holds six stone sarcophagi and a large pile of treasure. After entering the room, the sarcophagi open to reveal mummies (actually dimly aware automatons wrapped in bandages), who attack the intruders. The treasure consists of 4000 cp, 250 gp and a *potion of grease*.

Automaton, Medium Construct: HD 1+1; AC 16; ATK Fists (1d4); MV 30; SV 16; AL N; XP 100; Special—Immune to disease and poison, resistance to electricity.

[8] The interior of this room is filled with a stasis field when the doors are closed. It holds a rust monster.

Rust Monster, Medium Monster: HD 5; AC 18; ATK 2 antennae (rust) or bite (1d3); MV 40; SV 14; AL N; XP 500; Special—Scent metal.



2339. Vestik | Town

DEMOGRAPHICS

Population 1,420 urban, 11,360 rural

Race Human, half-elf, elf

Religion Minerva, goddess of war and wisdom

Alignment Neutral (LN)

Vestik is a small town situated on a high hill amid an oxbow of the Sombre River. The black waters lap gently against the granite foundations of the hill, and provide security for three

sides of the town, the fourth being secured by a stone wall fronted by an earthen rampart topped with a wooden palisade.

Established by the Nomoi legions as a forward base in their conquest of Longevenady, Vestik was the site of a large Venatian hill fort. It is the oldest of the towns in the Venatian League, but is also one of the smallest.

The town is ruled by Countess Adarat, a woman of rigid morals and discipline who keeps her garrison of soldiers well-drilled and trained. She is currently constructing a citadel within the town walls as a prelude to expanding the town's holdings.

Vestik has a merchant house of the Company of Honest Ladies & Gentlemen, a merchant company based in Blackpoort and other merchant companies operate here to facilitate trade between the Motherlands and the Venatian League.

The population of Vestik is primarily Venatian, with half-elves who trace their descent from the Nomoi in most government offices and the countess herself a full elf, though very different from those who dwell within the Forest Perilous. The Vestiki are known for their love of music (especially the accordion), their salty food and their dark, frothy beer. The warriors of Vestik are singers, using their booming voices to assist in performing their drills and in raising their morale.

A site of interest to magic-users in Vestik is the so called "Time Arch". Left behind by a wizard who briefly settled in the town, it is a normal arch 3' wide that extends over a portion of street, with a building constructed on top of the arch. When one enters the arch from one direction, they do not appear on the other side for 1d6 minutes. The youngsters enjoy daring one another to go through, and those who go through see nothing odd when they walk under the arch – they are just displaced in time. Mothers warn their children against walking through, and their warnings are well founded, for some who walk through the arch are captured and replaced by the doppelgangers of a black-and-white dimension.

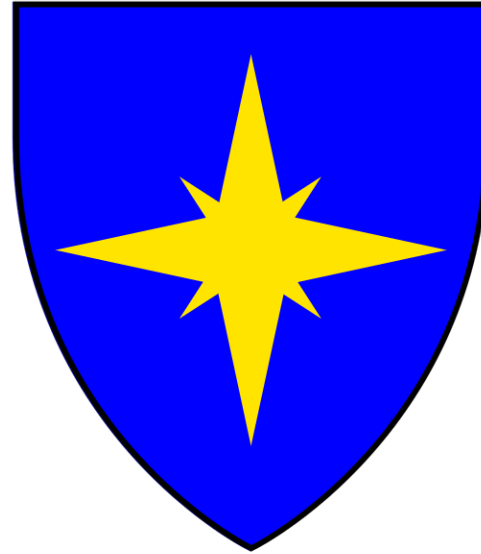
2346. Stone Cold God | Wonder

An ancient quarry in this hex is protected by a thick green mist that acts something like a gelatinous cube. The quarry is filled with 3' of brackish water and a single face of greenish-grey stone surrounded by mushy soil. The stone chips easily and it is hard to tell of what use it would be to anyone.

The stone is actually the shoulder of an elder elemental god who once fought the kabir Karne in this woodland and fell before his might. Some humanoid druids journey here and dare the mist to get a piece of the god-stone.

Green Mist, Large Aberration: HD 4; AC 12; ATK Slam (1d4 + 1d4 acid + special); MV F20; SV 15; AL N; XP 1200; Special—Gaseous, surprise

(3 in 6), immune to cold, electricity, fear, paralysis and polymorph, escaping the mist requires 1d20 roll under Dexterity.



2402. Ishkabibel | City-State

DEMOGRAPHICS

Population 329,710 urban, 2.64 million rural

Race Human

Religion Tiamat, goddess of chaos; Tiamat displaced the worship of Ishtar when the Warudi conquered the city

Alignment Neutral (N)

AUTHORITY

Temporal Baligant, Alakthar of Ishkabibel (LE)

Baligant, Medium Undead: HD 8; AC 18 [+1]; ATK Slam (1d10 + 2 energy drain); MV 30 (F40); SV 13; AL CE; XP 2,400; Special—Resistance to cold and electricity, vulnerabilities, blood drain.

Spiritual Imshasa, High Priestess of Tiamat (CE)

Imshasa, Medium Undead: HD 8; AC 18 [+1]; ATK Slam (1d10 + 2 energy drain); MV 30 (F40); SV 13; AL CE; XP 2,400; Special—Resistance to cold and electricity, vulnerabilities, blood drain, magic (C6).

DESCRIPTION

Theme Conquered city-state

Wilderness Kisthenes

Accent Middle Eastern

Vistas White mud-brick homes, golden onion domes, blue-tiled walls, ivory-white towers, veiled women, turbaned men, curved swords, crowded bazaars, child-thieves, exotic smells

Names Akmir, Amann, Balmazzar, Domar, Fakidd, Garrazzaf, Immon, Imshasa, Julidhac, Maelmael, Maslori, Mazdan, Mihad, Oppar, Osmus,

Ouana, Pathi, Samina, Sassipart, Senal, Shand, Shere, Sirith, Sitra, Thasheen

Money Sequin (gp), Maidin (sp)

Ishkabibel is the greatest city of Kisthenes, taking that title from Irem when that foul city-state was destroyed in a cataclysm 1,500 years ago. Founded by the hero Izdubar as a monument to Ishtar, it was once a lovely place of high culture.

Just ten years ago, a horde of Warudi nomads under the command of Baligant swept in from the Crimson Waste and conquered Ishkabibel. The worship of Ishtar was overthrown, her ziggurat conquered with much loss of life and the temples of the other deities sacked and re-consecrated to the worship of Tiamat. Now Ishkabibel has become a center of the slave trade, with thousands of unfortunates being brought in to work the fields of the Warudi (they care little for farming), to build defenses and monuments and, unknown to many, to serve as sacrifices to bring forth Tiamat from beyond, materializing her in the Material Plane.

The surviving Warudi in Ishkabibel now number 15,380 nomad warriors, about 3,500 of them maintaining internal order and the others serving outside the city in small forts.

Among other products, Ishkabibel was known for alchemy. The alchemists who work along the Street of Enlightenment produce balm of mithridate, benjamin (a balsamic resin), mirobolani (and astringent plum-like fruit), quicksilver, dyes like cochineal and indigo and fine perfumes. Ishkabibel's spice markets are still full of frankincense, myrrh, gum Arabic, alum, sandalwood, saffron, cumin, ginger, cinnamon, nutmeg, cloves, mace, pepper, salt and sugar and her cloth markets are still packed with silk from Mu-Pan, crimson damask and velvet, camlets, cotton raised in the hinterlands, linens and beautiful carpets. Ishkabibel's new aristocrats enjoy such luxuries as coral from Zinj, porcelain from Mu-Pan, precious stones, pearls, glass beads and trinkets, silvered mirrors, patterned wallpapers and furs.

Ishkabibel sits on both sides of a narrow channel of the River Giyon, spanning it with a stone bridge constructed by imprisoned genies. On the south side of the river are the government and temple quarters, with the royal citadel, the Palace of the Dawn and Palace of Dusk, the royal armory and barracks and the ziggurat of Tiamat, once dedicated to Ishtar, as well as smaller temples to the lesser gods of the Kisthenes pantheon. The north side of the river is home to the sprawling artisan's quarter, where most of the population resides, the quarter being organized into neighborhoods based on the craft guilds, and the foreign quarter where merchants dwell (foreign or domestic), and thus the wealthier of the two northern quarters. Both sides of the city are surrounded by extensive moats

fed by the Giyon and a double circuit of walls, with each quarter surrounded by a third set of walls.

The countryside of Ishkabibel, which stretches from the River Pyth in the west to Copper Hills in the east, is dominated by large estates given Alakthar Baligant's favorites as a form of pay. They are managed by foremen who take a cut of the profits. The rural folk are bound to these estates as serfs, providing labor and rent to the landlords and enjoying their protection.

Under the Warudi, Ishkabibel is a theocracy dominated by the priest-king, or Alakthar, Baligant, and a warrior-priesthood of anti-clerics dedicated to Tiamat, the goddess of chaos. Among the Warudi, the people are divided socially between the slaves, freemen, aristocrats and royalty, and sexually, with men held as the highest ideal of humanity. Men are expected to be warriors, teachers and thinkers. The Law forbids men to handle money, but they can own land. This means the male Warudi of Ishkabibel are land-owners, poets, philosophers, doctors, artists, clerics and warriors. Men hold all spiritual power in Ishkabibel and extend that spiritual power into material power through their slave-soldiers.

The law that bars men of Warudi blood from handling dead bodies does allow them to kill with metal weapons while incased in metal armor. Since non-Warudi slaves are not bound to these laws, they may serve as soldiers. Children that were raised in the worship of Tiamat now serve as slave-soldiers.

Because men may not handle money, finances in Ishkabibel are handled by the women. This means that women, who are officially of a lesser status than the men, hold all of the monetary wealth of the city-state. So long as women obey the edicts and decrees of the Alakthar, they are allowed to handle the details of administering the empire.

Wealthy Warudi men own estates in the hinterlands bestowed upon them by the Alakthar in exchange for services rendered. These men have upwards of fifty wives. These women and their daughters control every aspect of the estate they live on. Many live away from the estate, controlling their husband's business interests in other settlements. They manage the slaves, conduct trade in their husband's name and direct the defense of his holdings. When a man dies, his estate and wives fall into the possession of his eldest son. Should he be cursed with no sons, his eldest brother takes possession. In this way, all land is held by the descendants of the conquering horde. These families make up the aristocracy of Ishkabibel. It is they who carry on the rituals and traditions most strictly.



In each farmstead around Ishkabibel there is a holy man trained as a healer, teacher and priest. In the villages they lead chants, see to the moral health of the people and teach the boys to read and write. Girls are taught at home by their mothers, where they also learn to cook, clean and cipher. Mothers and fathers pass their crafts on to their children.

Ishkabibel recognizes the following provinces:

Siraj'l is the southern reaches of the Crimson Waste. It is occupied by border fortresses called the Zanthraki Chain that protect the city-state from other Warudi tribes.

Inja is the fertile lands south of Ishkabibel that are hemmed in by the channels of the River Giyon.

Zin is the dry lands north of the River Giyon. The people of these lands despise the conquerors and are the most rebellious of their subjects. Even the wealthy Warudi aristocrats of Zin rankle under the dictates of the Alakthar, especially the high taxes to fund monument building and activities they claim are not expanding the empire or their own personal wealth.

Ishkabibel's people are now divided into the following castes:

The highest are the **blessers of bread**, or the priests and monks of the church of Tiamat. Under them are the **eaters of bread**, which includes princes, poets, fools and academics. The **reapers of wheat** (farmers and warriors) are next highest, and then the **makers of bread**, the laborers and artisans. At the bottom of society are the **beggars of bread**, which include the slaves. Within each caste there are strict rules as to the roles of men and women.

Chapter House | Fighters

The Jangar I'tibar'war (knights faithful) are organized into chapters. Descended from the original nomad warriors who conquered Ishkabibel, each chapter has a chapter house which acts as a headquarters and a hospice for injured or enfeebled knights. The chapter houses are very wealthy, owning huge tracts of land managed by the wives of the knights in corporations and worked by innumerable male slaves and tenants. Some of the larger chapters include the Martyrs Joyous, the Holy Fist and the Sons of the Dragon.

Ghulaam'Jang

The Ghulaam'Jang is composed of young non-Warudi men who resemble the historical Janissaries or Mamluks in that they are slaves trained to fight. In Ishkabibel, young men who show a capability for fighting or magic at a young age are taken from their families and trained to defend the Alakthar. They are slaves (officially wards of the Alakthar) who are brainwashed to forget their parents and serve only their new master.

Alakthar Baligant

Baligant is the leader of the horde that conquered Ishkabibel. He is now the city-state's theocrat or *Alakthar*, though he also uses the title of sultan. Baligant is a commanding man with wild, lively eyes and a pointed beard. He is now in his late sixties and has remained unseen by his people for three years.

Five years ago, the Alakthar led his soldiers against the city-state of Obb and went back on his ban on warriors bringing back slaves to Ishkabibel. It is a well-known secret that the aristocratic families of Ishkabibel are driven to acts of courageous faith primarily by their need for money. They live in an expensive and inefficient society and are taxed heavily by the Alakthar. For this reason, most conquests against other settlements are little more than slave raids. The black-hearted "heathens" of Kisthenes, however, are not to be trusted, and so the Alakthar decreed that all slaves must be handled by slave merchants and foreign slaves may not enter the city-state proper. And so it was until the Alakthar himself became infatuated by a woman captured in Obb.

This slave was delivered to his tent to be questioned by the Alakthar himself, and her sheer delight at every method of torture he brought to bear won his twisted heart. Within days, he was seemingly at her mercy, though he still delivered the information the Warudi needed to crush the heathens. When their task was finished, they departed for home, the woman in tow. Much grumbling accompanied the long journey home, as the Alakthar pumped her for information that might further the enlightenment of the world. Of course, the whispers of the veteran knights suggested that something more was going on, but the glare of the hawkish inquisitors (themselves engaged in much quiet argument as to what had befallen their quest) served to quiet them.

The slave woman, Imshasa, remains a captive of the Alakthar, living in a posh "dungeon" beneath his Sanctum Sanctorum in the royal citadel. She is a vampire who was disguised as a human by powerful magic when she was discovered by the Warudi in Obb. She is now the power behind Ishkabibel's throne, for he is utterly under her control.

The Alakthar's crown is a massive turban of blood-red velvet strung with pearls and studded with gemstones.

2415. Neshu | Village

Neshu (pop. 50) is a rigidly lawful village of Marduk worshipers who are dealing with an enemy in their midst. A crime has been committed – a loaf of bread stolen – and this has caused a furor as the village's three guardsmen look for the culprit. The culprit is a quasit sent by the Alakthar to stir up trouble. It is hiding beneath in Marduk's small shrine.

Quasit, Tiny Outsider: HD 3; AC 18; ATK 2 claws (1d4 + Poison III) and bite (1d4); MV 20 (F50); SV 15; AL CE; XP 900; Special—MR 25%, regenerate, immune to electricity and poison; SP—*cause fear* (30 ft. radius) (1/day), *commune* (1/week), *detect good*, *detect magic*, *invisibility* (self).

2424. Cutho | Stronghold

Cutho is a small fortified river port ruled by Khuburu [2624]. The fort is commanded by Lady Nanna, a coarse and lusty ex-river pirate who finally knuckled under to authority and entered the service of King Sardanapalus. A barbaric woman with an enormous appetite for drink and pleasure, Nanna commands a garrison of 10 archers and 40 rough-and-tumble marines, all former members of her pirate crew, who crew a war galley. The land around the stronghold is worked by 480 peasants who both fear and love their mistress.

While Nanna appears to serve Khuburu, she has been bribed by the Warudi to help move smuggled goods from the south. In a locked cell in her dungeon, Nanna keeps all manner of contraband guarded by three iron cobras.

Treasure: 6200 cp, 2800 sp, *scroll of identify*.

Berserker, Medium Humanoid: HD 1+1; AC 12 (shield); ATK Scimitar (1d6); MV 40; SV 16; AL CE; XP 100; Special—Immune to fear.

Lady Nanna, Human Barbarian: LVL 12; HP 59; AC 21 (+1 *splint*, shield); ATK +1 *scimitar* +13 (1d6+4); MV 40; SV 10; S18 I11 W11 D16 Cn14 Ch16; AL N; XP 1200; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 4/day, surprised (1 in 6), no bonus for flanking or back attack; Gear—*Potion of E.S.P.*

2426. Huntress | Monster

A herd of seven camelopardals is grazing peacefully here, but a savage druid of Ki named Mammet lurks nearby in the form of a lioness preparing to attack.

Camelopardis, Large Animal: HD 4; AC 12; ATK Butt (2d4) or bite (1d8); MV 40; SV 15; AL N; XP 200; Special—None.

Mammet, Human Druid: LVL 6; HP 23; AC 13 (leather, shield); ATK Scimitar +1 (1d6-2); MV 30; SV 13; S4 I11 W16 D6 Cn12 Ch17; AL N; XP 600; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (5/3/2); Gear—*Wand of faerie fire* [7].

2443. Swamp Wyrms | Monster

The land is swampy in this hex. In the midst of the black, mucky soil and pale trees there are numerous towers covered in slime. These towers are part of a ruined elven settlement. Giant dragonflies with jewel-like carapaces fly through here and threaten intruders, while the swamp vipers hustle to one

of the larger towers to tell the black dragon Trynian that intruders have come to its swamp.

Treasure: 9100 sp, 14,900 gp, small chrysoprase (1 gp), small citrine (1 gp), medium rhodochrosite (100 gp), medium hematite (5 gp), large ruby (10,000 gp), small onyx (20 gp), small chalcedony (1 gp), small chrysoberyl (20 gp), *ring of protection +2*, *wand of shield* [10], *rod of metal and mineral detection*.

Giant Dragonfly, Large Animal: HD 7+1; AC 17; ATK Bite (2d6); MV 20 (F50); SV 13; AL N; XP 350; Special—None.

Trynian, Black Wyrms, Huge Dragon: HD 7 (42 hp); AC 17; ATK 2 claws (1d6+3) and bite (1d8+3); MV 60 (F100, S60); SV 13; AL CE; XP 2100; Special—Water breathing, immune to sleep, resistance to acid, breath weapon (100 ft. line of acid).

2447. Dancing Drow | Monster

Nine grigs, one of them a fiddler, are tormenting a young drow princess named Udnora, who has ventured from below to perform a random act of murder as a ritual of passage into adulthood. She is dancing in a circle of grigs, those without fiddles clapping and stomping *Three Stooges*-style. When she is exhausted, they will probably kill her.

Grig, Tiny Fey: HD ½; AC 18; ATK Tiny sword (1d4) or tiny bow (1d4); MV 20 (F40); SV 17; AL N; XP 50; Special—MR 30%; SP—3/day—*Change self*, *entangle*, *invisibility* (self), *pyrotechnics*, *ventriloquism*.

Udnora the Drow, Medium Humanoid: HD 2; AC 16 (chainmail, buckler); ATK Longsword (1d8) or hand crossbow (1d4); MV 30; SV 16; AL CE; XP 200; Special—Darkvision 120 ft.; SP—1/day—*dancing lights*, *darkness*, *faerie fire*.

2501. Wine Geyser | Wonder

A geyser in this hex bursts forth in water stained purple by mineral salts. The water gathers in several natural troughs, and because it appears to be wine and has a hallucinogenic effect on those who drink it, it is held sacred by the priests of Ngeshtin-ana, who come here at midsummer from Ishkabibel to prey and bathe.

2505. Baraba the Giant | Monster

A flight of nine honey nymphs, held aloft on apoidean wings, accompany the mountain giant Baraba on his hike through Kisthenes. Baraba has cultivated a fine beard of giant bees; there are probably 36 giant bees and at least ten swarms of normal bees in the “beard” and buzzing around the giant. Baraba dwells in the mountains to the north. Each spring, he walked into the plains to collect bees and return them to his home, where he keeps them for their honey.

Giant Bee, Medium Vermin: HD 4; AC 14; ATK Sting (1d4 + Poison III); MV 30 (F80); SV 15; AL N; XP 400; Special—None.

Melissae, Medium Fey: HD 6; AC 17; ATK Dagger (1d4); MV 30 (F30, S20); SV 14; AL NG; XP 600; Special—Blinding beauty, charming kiss, magic use (bard, 4th); SP—1/day—*dimension door*, *summon swarm*.

Mountain Giant, Huge Giant: HD 16; AC 17; ATK Club (2d6) or boulder (5d6); MV 40; SV 9; AL CE; XP 800; Special—None.

2512. Second Life | Wonder

This hex holds a hidden portal into an alternate dimension not unlike Earth in the 1890's. There is a 1% chance that an adventurer will walk through the invisible portal, only to appear a moment later strangely garbed. The person will have spent 1d6 years in this alternate dimension, finding a job, maybe even raising a family. Thereafter, the person has only a 1 in 10,000 chance of being re-admitted through the portal.

2523. Hush | Village

Hush is a small outpost of Khuburu [2624]. It has seen much fighting over the last year due to its Khuburu's war with Ugah-Emish [3023]. The village's walls show much wear and they are stained with blood. The village's fields are also in a poor state. Hush houses 80 men and women, 7 of them warriors. An eighth warrior, the village's commandant, Ushur, lies wounded in his home, tended by the village wise woman.

2529. The Monitors | Monster

Strange people with giant eye sockets but no eyes, just pools of radiance, are descending from the sky here via what appears to be a triangle-shaped mirror in the sky. It is actually part of a cosmic prism that projects a rainbow bridge from one of the moons of Saturnis, from whence come these people. They are squatly in nature, something like 7' tall dwarves, with feathered kilts and carrying thick maces and strange tablets.

There are twelve of these people in all. They are led by Oodag the Monitor and have come to Nod in response to ill vibrations that have made their way all the way to Saturnis, creating ripples on their gazing pools and necessitating their visit to record whatever is about to happen.

The monitors are capable of becoming *invisible* at will, using *dimension door* three times per day and *teleport without error* once per day. Their teleportation takes the form of the prism/rainbow bridge contraption appearing in the sky and transporting them wherever they wish to go. Their tablets appear to be made of glass and are written on in strange symbols with the touch of their fingers.

Monitor, Medium Monster: HD 3+1; AC 14; ATK Mace (2d4); MV 30; SV 15; AL N; XP 300; SP—*dimension door* (3/day), *invisibility*, *teleport without error* (3/day).

2541. Old Bulette | Monster

A bulette, its silver scales grown a leaden color with age, is sunning itself on a large rock by the river. Its old bones are sore, and the creature does not seek combat.

Bulette, Large Monster: HD 9; AC 22; ATK 2 claws (3d6) and bite (6d6); MV 40 (B10); SV 12; AL N; XP 900; Special—Surprise attack.

2608. Akkash | Village

Akkash (pop. 100) is a village of ill-tempered, dishonest fishermen who pull a good catch each day out of the southern arm of the River Giyon. Just outside the village there dwells an old ranger, Nina, who spent a good amount of her life trying to reform the Akkashites. They have since grown to wish she had been successful, for a clumsy attempt at stealing from the Warudi led to the decimation of the village and the young men and women being led into slavery in Ishkabibel.

2616. Burning Bleak | Monster

This hex is a landscape of grey-green grass and gentle grey promontories, and it is burning. The fires were set by gnoll warriors [2618], who know these bleak areas to be safe from Chaos. Soot fairies (3d6) now play in the remnants of the grasses. On each of the three promontories a weeping druid kneels, pleading with the Kabir for vengeance.

Soot Fairy, Tiny Fey: HD ½; AC 16; ATK Touch (1d4 fire); MV 20 (F40); SV 17; AL CE; XP 50; Special—Animate fire, immune to fire, vulnerable to cold, 10 or more can create an *incendiary cloud*.

Fire Elemental, Tiny Elemental (Fire): HD 1; AC 13 [+1]; ATK Slam (1d6); MV 50; SV 16; AL N; XP 300; Special—As fire elementals.

Druid, Medium Humanoid: HD 3; AC 15; ATK Club (1d4); MV 30; SV 15; AL N; XP 300; Special—Magic (Druid, 3rd).

2618. Gnashing Gnolls | Monster

A gnoll raiding party of 150 warriors is moving through this hex, having just set [2616] ablaze. They are heading south to sack the Nunnery of Learning [2621] before heading back to the steppes. Their chieftain Grazz wears bone armor and carries a red shield and spear of blackened steel.

Gnoll, Medium Humanoid: HD 2; AC 15 (leather, shield); ATK Battleaxe (1d8); MV 30; SV 16; AL CE; XP 100; Special—None.

Gnoll Chieftain, Medium Humanoid: HD 4; AC 16 (scale, shield); ATK Battleaxe (1d8); MV 30; SV 15; AL CE; XP 200; Special—None.

2621. Nunnery of Knowledge | Stronghold

This nunnery is dedicated to Nidaba, the goddess of writing, learning and the harvest. The outer walls are decorated with bas-reliefs of angels and animals and the main gate is flanked

by statues of shedus. Mistress Uluru maintains strict order in her monastery, training her priestesses as scribes as well as holy warriors. Some are sent out into the world to gather knowledge while others protect the library of cylinders and tablets kept under the monastery in winding catacombs that plumb deep into the earth. Within these tablets and cylinders are the true names of many powerful entities, a treasure trove to conjurers and demonologists.

Treasure: 2000 cp, 1600 sp, 4000 gp.

Scribe-Priest, Medium Humanoid: HD 3; AC 15; ATK Club (1d4); MV 30; SV 15; AL N; XP 300; Special—Magic (Cleric, 3rd).

Uluru, Human Cleric: LVL 10; HP 30; AC 20 (plate armor, shield); ATK Morningstar +6 (1d4+1); MV 30; SV 12; S10 I11 W17 D5 Cn9 Ch12; AL NG; XP 1000; Special—Conversion, healing, turn undead, spells per day (6/5/3/3/2); Gear—*Ring of protection +2*.

2624. Khuburu | City-State

DEMOGRAPHICS

Population 80,490 urban, 643,920 rural

Race Human

Patron Deity Enlil, god of agriculture and wind

Alignment Neutral (N)

AUTHORITY

Temporal Sardanapalus, Steward of Khuburu (NE)

Spiritual Salamenes, High Priest of Enlil (N)

LVL 7; HP 11; AC 14 (leather, shield); ATK Sickle +5 (1d4+1); MV 30; SV 13; S14 I15 W16 D10 Cn7 Ch15; AL N; XP 700; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (6/4/2/1); Gear—*Scroll of protection from aberrations*.

Arcane Beleses, Court Magician (LN)

LVL 6; HP 9; AC 9; ATK Staff +2 (1d3+1); MV 30; SV 13; S11 I14 W14 D7 Cn5 Ch16; AL LN; XP 600; Special—Alchemy, lore, spells per day (5/3/2), create scrolls, arcane knowledge (sneezing powder, alchemist's fire); Gear—*Ring of climbing*.

DESCRIPTION

Theme Warlike city-state

Wilderness Kisthenes

Accent Middle Eastern

Vistas Tall towers and golden walls, bas-reliefs of camelops and entwined serpents, tall houses, roads of crushed white stone, alleys filled with the scent of jasmine and thyme, broad markets on gentle-stepped pyramids with the finest merchants on top

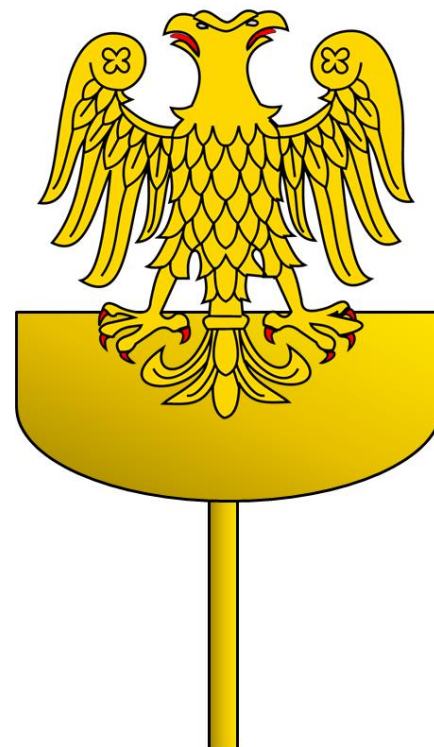
Names Alamesh, Amkuzur, Azum, Dukuru, Egamer, Eshkil, Garanna, Gezara, Gilgezu, Ilit, Myla, Nanga, Nanna, Nidur, Ninki, Ninli, Nisab, Puaba, Saba, Sangalu, Shursil, Siduk, Sini, Tatta, Urilim

Money Mana (gp), Shekel (sp), Utu (cp)

Khuburu is an aggressive city-state whose king is trying to rally the other city-states of Kisthenes against the Warudi invaders. While Khuburu's armies prepare for traditional war, King Sardanapalus and his priests are performing secret rituals to create a super beast to counter Tiamat.

The Khuburites are known for their cruelty and their zest for conquest. They have few friends among the other city-states, especially in Ugah-Emish [3023], with whom they have long struggled for control of the central River Pishon. The city is constructed on a high place overlooking a bend in the river, with a double circuit of yellowish walls and towers and a city crammed full of narrow two story buildings.

Khuburu's citadel and the ziggurat of Enlil is located near the river. The southern quarter is home to most of the city's population. It contains two temple complexes dedicated to Sin and Shamash. Sin's priests are sages and physicians and are often visited by the common people for that reason. Shamash's priests are the protectors of the common man in Khuburu. The city-state has 16 other small temples.



Khuburu does a good trade and wool, as well as various food-stuffs. The city-state's warriors are highly regarded as mercenaries throughout Kisthenes, though all of them are now at home preparing for war against Ishkabibel.

Khuburu is ruled by King Sardanapalus, the steward of Enlil. Sardanapalus' wife is Queen Zarina and his son is Prince Anakyndaraxes. Enlil is considered the true king of the city-state. The king leads the assembly of elders, who are elected by lots from among the noble families of Khuburu. Sardanapalus' crown is a cap of crimson silk with a mesh of gold sun symbols linked over the top of it, each sun symbol set with a ruby.

The city's high priest is Salemenes, brother of the Zarina.

Prince Anakybdaraxes is a fierce and cruel warrior, veteran of many campaigns as the head of his father's cavalry. He is assisted in the field by his court magician Beleses. Khuburu's army is 2,900 strong. All of them wear wrap-around kilts of blue fabric with different colored fringes to represent their unit. You can randomly determine the composition of a unit on the following table:

D%	Unit
01-30	Archer (AC 14) <i>Scale mail, short bow, hand axe</i>
31-80	Spearman (AC 17) <i>Breastplate, shield, spear, short sword</i>
81-95	Horse Archer (AC 14) <i>Scale mail, composite bow, light lance, khopesh</i>
96-00	War chariot <i>Driver (scale mail), two shield bearers (scale mail and shield), archer (scale mail, short bow)</i>

The ziggurat of Enlil has been abandoned by his priests, who now cluster in the royal citadel where a super beast is being incubated in a giant egg of energy. The super beast is a form of Zi-Hadarra, a chaos deity of darkness and despair. When it bursts from the egg, it will look like a cross between a centaur and minotaur, with a body composed of ethereal goo within which are thousands of silently screaming faces.

Zi-Hadarra, Huge Outsider (Incorporeal): HD 18; AC 14 [+3]; ATK 2 psychic whips (30 ft./2d4 + stun 1d6 rounds), gore (1d10), bite (1d10) and kick (1d10); MV 60; SV 7; AL CE; XP 5400; Special—MR 35%, immune to cold, confusion, illusion, deceit and poison, aura of darkness (600 ft., filled with strange stars), absorb consciousness of the slain (+1d6 temporary hit points); SP—*cause fear, clairsentience, crushing despair, darkness, detect magic, dispel magic, ego whip, E.S.P., insanity (1/day), mind thrust, nightmare (1/day), phantasmal killer (3/day), slow (3/day), suggestion (3/day)*.

2625. Clay Pit | Wonder

Thirty men work a quarry in this hex from whence they cut blocks of white clay that are favored for making rich pottery in

Khuburu. The men dwell in simple huts on the periphery of the quarry and seem eager to be left alone. At night, the quarry fills with water and silvery-fleshed nymphs appear from the water to cavort with the men.

Nymph, Medium Fey: HD 6; AC 17; ATK Dagger (1d4); MV 30 (S20); SV 14; AL CG; XP 1800; Special—MR 50%, magic use (druid, 4th); Spells—1/day—*Dimension door*.

2630. Zith | Stronghold

Zith is a necromancer with skin mottled purple on white and a lock of ebon hair that hangs in his face. He sits on a throne of grimoires taken from his victims. One arm of Zith is that of a vampire. It is bound in a silver manacle lest it turn on its new master and attacks him. A black dragon oozing foulness is wrapped around the throne. It plays with a giant rat as would a cat. Lanterns in the throne room give off an amber glow. The floor is covered in crushed bone, and magic mouths on the walls laugh in a low grumble at odd intervals.

While Zith is as interested in death as the next necromancer, he is not eager for his own. He will summon adventurers who cross through his territory using cherubic skeletons with butterfly wings. To these adventurers he offers his patronage in return for the adventurers leaving him their bodies if they die.

Treasure: 2200 sp, small opal (20 gp), hyacinth (1 gp) and opal (1 gp), medium turquoise (5 gp), large emerald (10,000 gp).

Adult Black Dragon, Medium Dragon: HD 7 (21 hp); AC 17; ATK 2 claws (1d6) and bite (1d8); MV 60 (F100, S60); SV 13; AL CE; XP 2100; Special—Water breathing, immune to sleep, resistance to acid, breath weapon (60 ft. line of acid).

Zith, Human Necromancer: LVL 10; HP 29; AC 11; ATK Dagger +2 (1d4-1); MV 30; SV 11; S6 I14 W5 D14 Cn10 Ch9; AL LE; XP 1000; Special—Alchemy, lore, spells per day (6/4/3/3/2), create scrolls, arcane knowledge (flash powder, compass, soda water, algebra and geometry); Gear—*Potion of poison, scroll of chain lightning, black robe of the archmagi*.

Spellbook: 1—*Chill Touch, Disrupt Undead, Endure Elements, Identify, Ray of Enfeeblement, Read Magic, Resistance, Sleep, Touch of Fatigue*; 2—*Command Undead, Detect Evil, Spectral Hand, Web*; 3—*Displacement, Phantom Steed, Ray of Fatigue, Vampiric Touch*; 4—*Animate Dead, Cause Disease, Enervation*; 5—*Blight, Symbol of Pain*.

2637. Lord Silbo | Stronghold

Silbo is a cantankerous old legionnaire that rose through the ranks due to his heroism and luck in battle. Leaving the legion, he embarked on many adventures, including sacking the fortress of a kobold queen, slaying the green dragon Yarak in the Forest Perilous and eloping with an elf maid under her sorcerous father's nose. Findua the elf is still Silbo's wife, and she is known far and wide for her good nature and hospitality. The

knights of Lyonesse and the Venatian League know that Silbo's steading is a place of rest and sanctuary.

It is, therefore, not hard to imagine the deep depression that has taken hold of Silbo. Findua has fallen into a magical sleep. He has commanded his ten knights to comb the countryside in search of the culprit or a cure and has worked his magician, Luaga, to the bone researching a counter-spell.

Silbo commands 30 spearmen and 20 crossbowmen and 30 horse archers (mercenaries from the savannah).

Treasure: 2000 sp.

Luaga, Human Magic-User: LVL 5; HP 37; AC 11; ATK Staff +2 (1d3+2); MV 30; SV 13; S13 I12 W7 D13 Cn16 Ch11; AL N; XP 500; Special—Alchemy, lore, spells per day (4/2/1), create scrolls, arcane knowledge (anti-toxin, homunculus); Gear—*Scroll of daze, wand of sleep* [10].

Spellbook: 1—*Burning Hands, Disrupt Undead, Floating Disk, Magic Missile, Reflect Gaze, Touch of Fatigue*; 2—*Darkvision, Hypnotic Pattern, Pyrotechnics*; 3—*Heroism*.

Silbo, Human Fighter: LVL 9; HP 119; AC 20 (plate armor, shield); ATK 1+ +1 *flail* +11 (1d4+3); MV 30; SV 13; S17 I11 W11 D9 Cn24 (9) Ch6; AL N; XP 900; Special—Riding, leadership, dominate; Gear—*Amulet of health* (24 constitution).

2644. Bat Cave | Monster

A cave in the side of a rocky hill is carved to look like a fanged mouth. Twelve swarms of bats live within the tower, which make it a thoroughly unhealthy place to be, but some venture in just the same since some playful soul wrote in elven "TREASURE WITHIN" in white paint outside the cave, with an arrow pointing inside the cave. Alas, there is no treasure.

Swarm of Bats, Tiny Animal: HD 3; AC 16; ATK Swarm (1d6); MV 5 (F40); SV 15; AL N; XP 300; Special—Bleeding.

2647. Glamer | Village

Glamer (pop. 210) is an enchanted village of elves and gnomes that looks to most folk like nothing more than woodland punctuated by many large boulders. When the *veil* is lifted, usually with an ointment that the locals make and share with people they trust, one sees a large village of wooden houses with a wooden palisade and a small white castle atop a hill.

The village is ruled by Queen Alina, a fiery red-head who is an expert at cards and a fine painter of portraits. She has numerous lovers in Glamer and has taken several knights of Lyonesse, including one paladin who has kept their relationship chaste. Alina commands 10 elves and 5 gnomes who are led in the field by Sir Adan, an experience elf ranger.

Scattered around Glamer are many hunting lodges in which dwell another 1,680 elves. These lodges are well camouflaged, some in the tree tops, some within hills.

Glamer is a wild place, with many festivals that involve the imbibing of mead and sweet wine and the consumption of roasted game, fairy fruits and peppermint cakes. To those who are not invited, the raucous festivals sound like nothing more than distant wind and thunder.

Treasure: 8000 cp, 3000 gp, *potion of charm undead*.

Gnome, Small Humanoid: HD ½; AC 13 (leather, buckler); ATK Hand axe (1d6); MV 20; SV 17 (15 vs. illusions); AL NG; XP 50; SP—1/day—*Audible glamer, dancing lights, prestidigitation*.

Elf, Medium Humanoid: HD 1+1; AC 13; ATK Longbow (1d8) or longsword (1d8); MV 30; SV 16; AL CG; XP 100; Special—MR 90% to sleep and charm, surprise (3 in 6), immune to ghoul paralysis.

Sir Adan, Elf Ranger: LVL 5; HP 32; AC 21 (platemail, shield); ATK Longsword +7 (1d8+2) or longbow +4 (1d8) or +2 *sword-breaker* +8 (1d4+4); MV 30; SV 15; S16 I11 W15 D8 Cn15 Ch14; AL CG; XP 500; Special—Elf traits, handle animal, hear noise, move silently, set snares, survival, tracking, surprised (1 in 6), +4 damage vs. Chaotic humanoids and giants, favored enemy (dragons), hunting beast (pseudodragon); Gear—*Ring of protection* +3.

Pseudodragon, Tiny Dragon: HD 2; AC 18; ATK Bite (1d3) and sting (1d3 + Poison*); MV 10 (F60); SV 16; AL NG; XP 600; Special—MR 35%, immune to sleep and paralysis, surprise (3 in 6 in woodland), telepathy 100 ft.

Queen Alina, Elf Sorcerer: LVL 11; HP 32; AC 12; ATK +2 *dagger* +8 (1d4+4); MV 30; SV 11; S17 I15 W6 D16 Cn11 Ch12; AL CG; XP 1100; Special—Alchemy, brew potion, sense magic, spells per day (5/5/4/3/2), spells known (6/6/6/6/4); Gear—*Power crystal* (worn on necklace), *staff of fire, robe of blending*.

Alina's Known Spells: 1—*Audible Glamer, Detect Magic, Energy Missile, Fool's Gold, Magic Weapon, Shocking Grasp*; 2—*Darkness, ESP, Misdirection, Phantom Trap, Summon II, Web*; 3—*Clairsentience, Fly, Mental Barrier, Rage, Spectral Force, Tiny Hut*; 4—*Black Tentacles, Confusion, False Forest, Intellect Fortress, Secure Shelter, Wizard Eye*; 5—*False Vision, Mind Fog, Psychic Crush, Wall of Stone*.

2706. Village of Horrors | Wonder

A village in this hex has been torched by the Warudi, the survivors bound to Catherine wheels that dot the landscape.

2715. Marduk Temple | Wonder

There is a ruined temple here that was once dedicated to Marduk. The god's idol is now headless (the head is kept in a shrine in Neshu [2415]). If one climbs atop the idol, they see that it is hollow and filled with pearly positive energy. A character that touches the energy receives a single *cure serious*

wounds spell in a lifetime. Should an offering to Marduk be made, the white marble floor of the temple extends itself as a gleaming road to Neshu. Rejoining the idol's head to its body grants an adventurer a single *planar ally* spell.

2727. Teleportation Tree | Wonder

A large thorny acacia grows here. It is sacred to the druids, for it is linked to all other trees on Nod. A druid (and only a druid) may climb into the tree's upper branches (1d6 damage) with a place in mind, and then find themselves in the branches of a tree anywhere in the world close to where they wished to be.

2731. Enkidu | Monster

A clan of 40 enkidu, horned beastmen native to Kisthenes, is gathered on a plateau to worship a wild dog they have crowned with flowers. The beastmen solemnly beat drums made from hollowed logs while their priests dance slowly in a ring around the dog, bellowing in time to the drumming.

Enkidu, Medium Humanoid: HD 2+1; AC 12; ATK Battleaxe (1d8) or gore (1d4); MV 30; SV 16; AL CN; XP 200; Special—Surprise (3 in 6), surprised (1 in 6).

2733. E'-Im-Giri | Stronghold

Twenty priests and 100 lay people are building a mud-brick temple to Adad, the storm god, in this hex. The priests fled Ishkabibel and finally found a place they think they can make their own. Their leader, Muzi, is a strapping, well-spoken man with graying temples. He is directing the construction of the temple as well as the management of the village of craftsmen and laborers that is growing around it.

Treasure: 4700 cp, small serpentine (1 gp), small carnelian (1 gp), small coral (1 gp), small rhodochrosite (20 gp), *ring of wizardry II*.

Lightning Priest, Medium Humanoid: HD 3; AC 15; ATK warhammer (1d4+1); MV 30; SV 15; AL CG; XP 300; Special—Magic (Cleric, 3rd).

Muzi, Human Cleric: LVL 10; HP 30; AC 17 (+3 *scale mail*, shield); ATK 1 Warhammer +6 (1d4+1); MV 30; SV 12; S11 I15 W13 D7 Cn9 Ch13; AL CG; XP 1000; Special—Conversion, healing, turn undead, spells per day (6/4/3/3/2); Gear—*Wand of command I* [9].

2736. Venatian Knights | Monster

Three knights of Lord Silbo [2637], Hanchu, Rando and Walpo, plus their fifteen retainers are moving through this hex on their way to the stronghold of Lady Hegiba [3035]. They are searching for the villain that put their most excellent lady Findua into a magical slumber.

Man-at-Arms, Medium Humanoid: HD 1; AC 17 (chain, shield); ATK Longsword (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Knight, Medium Humanoid: HD 1+1; AC 17 (chain, shield); ATK Lance or longsword (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

2741. Andriff | Village

The Sombre River flows through a deep chasm in this hex, the chasm spanned by an ancient stone bridge of black and white stones. The south side of the chasm sports the human village of Andriff (pop. 200 urban, 1,600 rural), which makes a living off of farming, hunting and the scant trade that moves across their bridge between the Vestik [2339] and Lyonesse.

The village is governed by Lord Hawthorne, an old knight of Lyonesse who lost favor with the king when he fell in love with an elf maid from Glamer [2647]. She did not live long, but she did provide Hawthorne a lovely daughter named Fairy Belle. Andriff has better relations with Vestik than Lyonesse.

Treasure: 5200 cp, 1700 sp.

Lord Hawthorne, Medium Humanoid: HD 5; AC 19 (platemail, shield); ATK Longsword (1d8); MV 30; SV 14; AL N; XP 250; Special—None.

2743. Mind Monastery | Wonder

A granite spire rises from the woods in this hex, dark grey and almost invisible at night. Perched atop this 500' tall spire there is a monastery many windows and many doors. Atop the spire are numerous crystal rods that pierce the monastery roof.

The monastery is dedicated to the psionic arts and inhabited by fifteen unbodied philosophers who ponder the universe and transmit their knowledge to outside psychics via mind waves broadcast by the crystal rods. On alternating Fridays they host minds from across the cosmos, channeling them through a massive sapphire-colored orb.

The orb and the monastery are guarded by 10 hawk women armed with barbed spears and javelins.

Hawkman, Medium Monster: HD 1; AC 14; ATK Bite (1d4) or weapon (1d8); MV 30 (F40); SV 16; AL N; XP 100; Special—None.

Unbodied, Small Aberration (Incorporeal): HD 4; AC 13 [Silver]; ATK Strike (1d6); MV F40; SV 15; AL N; XP 1200; Special—Magic (magic-user, 4th level); SP—*mind blank*, *telekinesis*.

2808. Ulara Worm-Wife | Stronghold

Ulara the Worm-Wife is an unspeakably beautiful magic-user who dotes upon her "husband", a loathsome worm-thing from dimensions beyond human understanding. Between her powers and those of the alien entity, her tower has remained free from the Warudi invaders, and many refugees have gathered around the tower seeking Ulara's protection. The worm-thing has found a select few of them delicious.

Ulara's tower is made of adobe brick, white washed and embedded with silver wire that helps zero in on creatures from other dimensions so Ulara can conjure them into Nod. Beneath the towers are dungeons patrolled by beings of elemental earth meant to guard against the escape of a wind lord from the elemental air plane (Jovis) that is imprisoned there.

Treasure: Small jet (1 gp), medium amber (5 gp), medium fire opal (5 gp), small tourmaline (20 gp), small quartz (1 gp), small chrysoberyl (20 gp), +1 *flail*.

Worm-Thing, Large Aberration: HD 8; AC 18 (regenerate); ATK Spit (60 ft./1d4 + *entangle*) or bite (2d6); MV 30; SV 13; AL NE; XP 250; Special—Immune to paralysis and psionics, spits a sticky glop that entangles people; SP—*astral projection* (1/day), *cone of paralysis* (1/day), *dimension door* (3/day), *E.S.P.*, *ethereal jaunt* (3/day), *suggestion* (3/day), *tower of iron will*.

Ulara, Human Magic-User: LVL 10; HP 29; AC 13; ATK 1 curved dagger +3 (1d4); MV 30; SV 11; S11 I14 W5 D10 Cn11 Ch10; AL N; XP 1000; Special—Alchemy, lore, spells per day (6/4/3/3/2), create scrolls, arcane knowledge (algebra and geometry, soda water, gunpowder, alchemist's fire); Gear—*Potion of charm dragons*, *ring of protection* +3.

Spellbook: 1—*Acid Splash*, *Dancing Lights*, *Detect Undead*, *Fool's Gold*, *Jump*, *Precognition*, *Prestidigitation*, *Read Magic*, *Wizard Mark*; 2—*Detect Invisibility*, *Flaming Sphere*, *Pass Through Element*, *Thought Shield*; 3—*Fly*, *Heroism*, *Psionic Blast*, *Water Breathing*; 4—*Enervation*, *Fear*, *Wizard Eye*; 5—*Hold Monster*, *Prying Eyes*.

2810. Ghoul Family | Monster

A grove of pistachio trees in this hex is clustered around a large trapdoor. The trapdoor is made of stone and has a large iron ring embedded into the top to allow it to be pulled open.

Doing so causes a blast of sour, fetid air to rush past people within 10' of the door, forcing them to pass a saving throw or swoon with sickness. Anyone close enough to the door has a 50% chance to fall inside, a 20' drop into a cavern littered with bones and half-devoured corpses. This is the lair of four ghouls, a family of traitors who rose from the dead after their execution by an ancient queen of Ishkabibel.

The father still holds an ancient, tattered map showing a secret entrance into Ishkabibel's royal palace.

Ghoul, Medium Undead: HD 2; AC 14; ATK 2 claws (1d4 + paralysis 1d4+1 rounds), bite (1d6); MV 30; SV 16; AL CE; XP 200.

2813. Shar | Village

Shar (pop. 170) is a farming village with low, adobe walls studded with iron nails and a lumpy mud brick building they claim is the High Temple of Ishtar. Within the temple is a sort of bronze manikin strung with pearls. This manikin is actually an automaton in a deep state of slumber. If awakened, the au-

tomaton, Puaba, tells a tale of being a temple servant in Ishkabibel before being tossed into the river. Somehow, she made her way to the mud flats by the river before being found by a trader, who sold her to the Sharites for two brides.

Puaba, Medium Construct: HD 1+1; AC 16; ATK Fists (1d4) or mace (1d6+2); MV 30; SV 16; AL N; XP 100; Special—Immune to disease and poison, resistance to electricity.

2822. Ulksh | Village

Ulksh is a small village (pop. 100) recently taken by the armies of Ugah-Emish [3023]. The walls are being repaired and a large army of warriors led by Laggo, a boisterous cleric of Teshub, who has plans to make another attempt at seizing Hush (2523). The army consists of 10 charioteers, 10 horse archers and 20 spearmen. The villagers care no more for their new masters than for their old. They mostly herd cattle and their wise women concoct herbal remedies favored in the region for hangovers.

Treasure: 1000 gp, a small topaz (20 gp) and a medium hawk's eye gem (5 gp).

Laggo, Human Cleric: LVL 10; HP 36; AC 20 (plate armor, shield); ATK Warhammer +6 (1d4+1); MV 30; SV 12; S9 I13 W12 D10 Cn10 Ch14; AL CG; XP 1000; Special—Conversion, healing, turn undead, spells per day (5/4/3/3/2); Gear—*Scroll of protection from outsiders*, *rod of wonder*, *brooch of shielding*.

2825. Gnoll Raiders | Monster

Sixteen gnolls mounted on giant hyenas and armed with nets and military forks are raiding in this hex, picking off the farmsteads of Khuburu. They have killed many and captured two twin girls, which they plan to use as sacrifices when they get back home to the Golden Steppe.

Giant Hyena, Large Animal: HD 4; AC 14; ATK Bite (1d8); MV 50; SV 15; AL N; XP 200; Special—None.

Gnoll, Medium Humanoid: HD 2; AC 15 (leather, shield); ATK Battleaxe (1d8); MV 30; SV 16; AL CE; XP 100; Special—None.

2834. Sentient Dinos | Monster

Eleven huge hadrosaurs are discussing high and beautiful things in their deep braying voices since they gained sentience from the magic pool in [2936]. They are, at best, pseudo-intellectuals with a slim grasp on their subject.

Hadrosaur, Huge Animal: HD 14; AC 13; ATK Bite (2d6) and tail (3d6); MV 40; SV 10; AL N; XP 700; Special—None.

2844. Bacchanalia | Monster

Cultists of Bacchus have a gathering place here in the woods around a bloodstained stone table. The table sits on a low hill, the base of which is overgrown with wild roses. A narrow stair of white stone leads up to the table from a mucky gully.

On new moons, a procession of fey and elven women moves through the woods, lighting their way with torches and drinking from silver goblets of mind-altering wine. They become drunker as they approach the stone table, two or three charmed men in tow. When they reach the top of the hill, they are joined by a trio of maenads. Under their direction they lash the men to the table and ply them with wine until they are blitzed out of their minds, before finally plunging knives into them. Satyrs watch from the woods and gather the bodies when they have left, giving them a proper burial.

Maenad, Medium Fey: HD 6; AC 17; ATK 2 daggers (1d4); MV 30 (S20); SV 14; AL CN; XP 600; Special—Touch (fatigue 6 rounds, maybe *hideous laughter* 3 rounds, maybe *confusion* 1 round), magic (druid, 4th), control wolves, summon 1d4 wolves, rebuke lycanthropes; SP—*dimension door* (1/day).

2847. Hag Tea | Monster

Two green hags, Inka and Dora, are having a cup of tea, sitting by a large stump. They are sharing gossip and cackling at one another's cruel barbs. Each has two ogre sons lurking in the woods nearby, ready to protect mother from harm.

Treasure: 2600 sp, large obsidian (100 gp), medium chalcedony (5 gp), medium hyacinth (5 gp), *brooch of shielding*.

Ogre, Large Giant: HD 4; AC 15; ATK Slam (1d6) or battleaxe (1d8+2); MV 40; SV 15; AL CE; XP 200; Special—None.

Green Hag, Medium Monster: HD 9; AC 22; ATK 2 claws (1d8) or touch (2d4 Str); MV 30 (S30); SV 12; AL CE; XP 900; Special—MR 35%, imitate animal sounds; SP—*audible glamor*, *change self*, *dancing lights*, *invisibility*, *pass without trace*, *tongues*, *water breathing*.

2907. Snoozing Hippos | Monster

A family of three giant hippopotamuses is sunning itself on the muddy banks of the River Giyon. A small boat of traders is hoping to sneak by without waking them up.

Trader, Medium Humanoid: HD 2; AC 12; ATK Hand axe (1d6) or sling (1d4); MV 30; SV 16; AL N; XP 100; Special—None.

Giant Hippopotamus, Huge Animal: HD 13; AC 18; ATK Bite (3d6 + swallow); MV 40 (S40); SV 10; AL N; XP 1300; Special—None.

2936. Magic Pool | Wonder

This hex holds a ruined temple of pink sandstone. The temple is covered with weeds and other plant life, most heavily

around a magic pool that invokes sentience in normally non-sentient creatures for 1d6 days and which robs sentience from normally sentient creatures for 1d6 hours.

3007. Jackalweres | Monster

A trio of jackalweres is prowling through the tall grass in this hex, searching for a gold *amulet of protection +1* that was dropped by a fleeing magic-user.

Jackalwere, Medium Monster: HD 4; AC 15 [Silver]; ATK Bite (1d8); MV 30; SV 15; AL CE; XP 400; Special—Change shape, sleep gaze.

3012. Fuming Observatory | Wonder

A crater in this hex sends up seven plumes of green smoke that make people sputter and cough and take the finish off of weapon and armor. The plumes also serve as a useful observatory for the movement of the stars. The local druids swear that when two plumes connect, any person born under a planet obscured by the smoke is surely doomed.

3023. Ugah-Emish | City-State

DEMOGRAPHICS

Population 17,290 urban, 138,320 rural

Race Human

Religion Adad, god of storms

Alignment Neutral (N)

AUTHORITY

Temporal King Zuhagga the White (N)

Spiritual Naki, High Priest of Adad (CG)

Human Cleric: LVL 4; HP 16; AC 18 (banded, shield); ATK Footman's mace +2 (1d6); MV 30; SV 14; S11 I8 W16 D12 Cn15 Ch9; AL CG; XP 400; Special—Conversion, healing, turn undead, spells per day (5/3); Gear—*Strand of prayer beads*, *wand of sonic blast* [6].

DESCRIPTION

Theme Warring city-state

Wilderness Kisthenes

Accent Middle Eastern

Vistas Pale grey stone, wild rose arbors, honey, bee motifs, roiling skies and frequent rains

Names Alamesh, Amkuzur, Azum, Dukuru, Egamer, Eshkil, Garanna, Gezara, Gilgezu, Ilit, Myla, Nanga, Nanna, Nidur, Ninki, Ninli, Nisab, Puaba, Saba, Sangalu, Shursil, Siduk, Sini, Tatta, Urilim

Money Mana (gp), Shekel (sp), Utu (cp)

Ugah-Emish was once described as the sleeping city. With its pale grey walls and lovely arched buildings and conical towers,

it was considered something of a fairyland among the city-states of the plain. Well-stocked with sorcerers, they gave the place a Bohemian feel and an ample supply of magic.

Unfortunately, many years of war with Khuburu have changed this dynamic in subtle ways. Outwardly, it is still a fine city and an enjoyable place to visit, but the population has grown more militant and less fun-loving. The city's forges operate day and night, as blacksmiths armor and arm the young men of Ugah-Emish for battle.

The city-state is dedicated to the storm god Adad. His great ziggurat is always surrounded by a swirl of clouds overhead. The priest-king Zuhagga the White commands the winds and rain in this hex, making his farmland wonderfully fertile. Zuhagga's crown is a gold helm topped with curled rams horns carved from lapis lazuli, with a row of sapphires running from the front of the helm to the back.

The crops of Ugah-Emish are also aided by the large bee population of the kingdom, for those vermin (and not just the tiny ones) are sacred to Adad in Ugah-Emish. A large amber tower in the eastern half of the city is home to a hive of giant bees, which also dwell in labyrinths beneath the city streets. The bees are kept by a sisterhood of nuns who are alone permitted to walk among them without being harmed. They collect a small portion of the royal jelly for use by the royal court. Some giant bees are used as mounts for the bodyguard of the king. The city's army consists of 620 soldiers, divided between archers, spearmen, horse archers and war chariots.

The people of Ugah-Emish are notable for their height and their mood swings – highly jovial one moment and then terribly sullen the next. Many of them are woodsmen, harvesting an oak forest on the northern bank of the River Pishon. The city also employs farmers, cattle herdsmen, fishermen and iron miners.

Just this moment, an ambassador of Khuburu has arrived in the city-state. He is being carried on a sedan chair carried by red amazons and flanked by a company of spearmen and a company of archers. He has come to make a pact with Ugah-Emish to join together in the fight against Ishkabibel.

Red Amazon, Medium Humanoid: HD 1+1; AC 17 (chain, shield); ATK 2 spear (1d8); MV 30; SV 16; AL LE; XP 100; Special—Immune to fear.

3035. Lady Hegiba | Stronghold

Lady Hegiba maintains a motte-and-bailey castle in this hex, the northernmost outpost of Vestik [2339]. Hegiba is the identical cousin of Countess Adarat. They laugh alike, they walk alike ... sometimes they even talk alike. She left Vestik to avoid any potentially deadly jealousy with her cousin. Her men-at-

arms maintain a sharp lookout for trouble, though, since she remains a threat to Adarat's power.

Hegiba commands 20 spearmen, 10 archers and 10 knights who are starved for glory and adventure. Sister Inhensis, a priestess of Minerva, sees to the spiritual needs of the men.

Treasure: 4400 sp.

Man-at-Arms, Medium Humanoid: HD 1; AC 16 (scale, shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Knight, Medium Humanoid: HD 1+1; AC 17 (chain, shield); ATK Lance or longsword (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Inhensis, Human Cleric: LVL 3; HP 8; AC 18 (chainmail, shield); ATK 1 weapon +1; MV 30; SV 15; S11 I9 W14 D15 Cn12 Ch9; AL NG; XP 300; Special—Conversion, healing, turn undead, spells per day (4/1); Gear—*Potion of charm person, wand of cure light wounds* [10].

Lady Hegiba, Human Fighter: LVL 10; HP 50; AC 20 (+2 chainmail, shield); ATK 1+ longsword +11 (1d8+2); MV 30; SV 12; S16 I15 W11 D14 Cn12 Ch13; AL N; XP 1000; Special—Riding, leadership, dominate; Gear—*Potion of electricity resistance, scroll of erase*.



3040. Cave Perilous | Monster

A pride of five spotted lionesses is taking shelter from a quick storm in a cave in the hills. It is the only handy shelter, and might be visited by others to escape the rain. If people shelter in the cave, they hear a voice coming from deeper underground asking for help.

The voice leads people down a long, sloping tunnel that winds up in a dead end and a *magic mouth*. The mouth is placed directly over a covered pit, 20' deep, with its own laughing *magic mouth*. Small doors in the bottom of the pit permit entrance

by svarts. A tribe of 60 of the little monsters set this trap. The svart lair provides access to the subterranean highway that runs under the Forest Perilous.

Spotted Lion, Large Animal: HD 6+1; AC 16; ATK 2 claws (1d4 + rend), bite (1d12); MV 30; SV 14; AL N; XP 600; Special—None.

Svart, Small Humanoid: HD ½; AC 14 (leather, buckler); ATK Short sword (1d6) or sling (1d4); MV 20; SV 17; AL CE; XP 50; Special—*Phantasmal force* 1/day.

3044. Rickety Bridge | Monster

A bridge in this hex looks old and in disrepair, but permits a crossing of the rapidly flowing stream below. Five virginal creepers grow on the north end of the bridge, and their presence has kept people away from the bridge, which formerly saw traffic in trade between Andriff [2741] and Lyonesse.

Virginal Creeper, Large Plant: HD 4; AC 13; ATK 1d6 spines per person (30 ft./1d3 + poison*); MV 0; SV 15; AL N; XP 400; Special—Tremor-sense out to 60 ft., spines cause adrenaline surge (+1 Str per round, up to +3 and 1d4 damage per round).

3105. Camped Caravan | Monster

A caravan of three traders and seven camels are camped by the riverside waiting for a ferry to cross to the northern bank. They bear bundles of frankincense. The ferry has not arrived for three days, which is odd. It is currently floating down the River Giyon, the ferryman having suffered a heart attack on his way over. He is alive, but disabled and very ill.

Camelops, Large Animal: HD 5; AC 13; ATK Bite (1d4); MV 50; SV 14; AL N; XP 250; Special—None.

Trader, Medium Humanoid: HD 2; AC 12; ATK Hand axe (1d6) or sling (1d4); MV 30; SV 16; AL N; XP 100; Special—None.

3107. Azan-Gadu | Town

DEMOGRAPHICS

Population 2,940 urban, 23,520 rural

Race Human

Religion Ninsar, goddess of plants

Alignment Neutral (N)

The people of Azan-Gadu are homely, decent folk with no desire for adventure or conquest. At the coming of the Warudi, they threw open their gates and welcomed them as their new masters and life went on much as it always had. They continued to fell the oaks that grew along the riverbanks, to make fine galleys and barges, to catch their fish and to grow their crops. Their temple remained unscathed by the priests of Tiamat and their citizens remained free.

The Warudi, though, were not so lucky. As they came into the city and were guided to the sacred grove of Ninsar, they became the victims of strange seed pods that hung from the trees. The Warudi conquerors fell into a deep slumber and the seed pods burst open to reveal perfect duplicates of them. The Tibay zin’Khaani that now sits in the citadel of Azan-Gadu and rules as governor in the name of the Alakthar is a duplicate who obeys a different master, the strange tree-creatures of the grove, who are believed to be the living avatars of Ninsar.

3122. Drunken Beetles | Monster

Seven giant tiger beetles are crawling over the ruins of an adobe grain silo, filled with old barley that has fermented in the sun. The silo is part of a large farm complex that was razed by raiders powerful enough to topple the stone walls. The drunken beetles are more likely to attack than normal, but their attacks are made at a -2 penalty.

Giant Tiger Beetle, Medium Vermin: HD 3; AC 17; ATK Bite (2d6); MV 60; SV 15; AL N; XP 150; Special—None.

3124. Feeding Dinosaurs | Monster

Two huge tyrannosaurs are feeding on a felled brontosaurus, each keeping one eye on his comrade. Vultures circle overhead, with some landing nearby and testing the waters only to be chased off by a monstrous roar.

T-Rex, Huge Animal: HD 18; AC 15; ATK Bite (4d8 + constrict); MV 40; SV 8; AL N; XP 1800; Special—Grab prey.

3129. Hospice of the White Lion | Stronghold

An association of nine knights from Lyonesse has established a hospice to aid knights traveling north to the city-state of Gwenth (see NOD 31). The knights are in the Order of the White Lion, which is happy to consider fighters, paladins and Lawful clerics for membership. The hospice is a mud-brick building, long and rectangular, that holds an infirmary with a tiled floor, a barracks for the knights, a shrine dedicated to Venus, a storage room/armory.

Treasure: 1700 cp.

Knight, Medium Humanoid: HD 1+1; AC 17 (chain, shield); ATK Lance or longsword (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

3132. Hemash | Village

Hemash is a village (pop. 50 urban, 400 rural) with compacted clay streets and tall adobe walls with arched gateways, all thanks to a band of dwarven immigrants from the south who saw a village in bad need of repairs. They were welcomed warmly by the locals when they offered their services, but

when the time to pay arrived, they were overpowered and thrown in a dungeon of their own construction.

This was a terrible mistake. The dwarves shaped the clay they dug from the walls of their cell and molded it into a clay golem. Praying for many days and nights, the gods breathed life into the construct that the dwarves might have their freedom and revenge. The dwarves have moved on, but the clay golem remains to enforce the will of Law on the village. The Hema-shites will try to trick adventurers into destroying the golem.

Clay Golem, Large Construct: HD 11 (55 hp); AC 20 [+1]; ATK 2 slams (3d6 + special); MV 20; SV 11; AL N; XP 3300; Special—Immune to edged and piercing weapons and magic (*disintegrate* paralyzes, *move earth* pushes golem back 120 ft.), go berserk, *haste* 1/day.

3137. Sacked Village | Monster

A ruined Venatian village in this hex was sacked by the gnoll horde (or a portion of it) and set on fire. A rain storm put out the flames, leaving it smoldering but relatively intact. Ten of the gnolls are now living in the old chieftain's residence, which overlooks a duck pond.

Gnoll, Medium Humanoid: HD 2; AC 15 (leather, shield); ATK Battleaxe (1d8); MV 30; SV 16; AL CE; XP 100; Special—None.

3139. Sabretooth's Din-Din | Monster

A smilodon is dragging a gnoll chieftain (still alive, but just barely) to its cave lair in the hills. The gnoll was part of the horde that recently rampaged through here and he is carrying a +2 silver dagger.

Gnoll Chieftain, Medium Humanoid: HD 4; AC 17 (scale, shield); ATK +2 silver dagger (1d4+2); MV 30; SV 15; AL CE; XP 200; Special—None.

Smilodon, Large Animal: HD 9; AC 17; ATK 2 claws (1d10 + rend) and bite (2d8); MV 40; SV 12; AL N; XP 900; Special—None.

3204. Red Shield | Wonder

A round shield of thorny wood, painted bright red, lays 1' below the river in this hex, partially buried beneath river rocks and mud. In the hands of a warlock, it acts as a +1 shield that can cast *darkness* once per day and which sends *magic missiles* hurling back at their casters. Handling the shield carries with it a 1% chance (each time it is grabbed, and during each round of combat) of stabbing its wielder with a thorn, dealing 1 point of hit point damage per round from bleeding until the wound is bound or healed.

3223. Aninu Golden-Eye | Stronghold

Aninu of the Golden-Eye is a warlord of Ugah-Emish [3023], a first cousin to the Zuhagga the White, whom she tutored when he was only twelfth in line for the throne and regarded as a



mere sage. Now, the wise old ruler relies on Aninu to protect the eastern flank of his kingdom. A former adventurer, Aninu is intent on cementing her own chances to succeed her cousin as queen of Ugah-Emish through loyal service and profitable conquest, but not through skullduggery.

The stronghold is a compact affair, with construction crews working on a new moat and bulwark to allow for expansion. Aninu commands 20 spearmen and 10 archers, as well as 10 charioteers. The hinterlands are home to 240 farmers who dwell close to the stronghold that they may take shelter in its walls. They grow mostly grain crops and raise goats and sheep. Some of them are fishermen who ply the river in small boats. Among these fishermen is a newcomer, Saresu, who is actually a thief of Ishkabibel hiding from the Warudi. He is casing the stronghold for hints as to where Aninu keeps her treasure.

Aninu does have a golden eye implanted in her left eye socket. It permits her to detect hostile intent and thus gives her a +1 bonus to initiative in fights.

Treasure: 8000 sp, large citrine (100 gp), *decanter of endless water*, *staff of evocation*.

Saresu, Human Thief: LVL 8; HP 28; AC 13 (+1 padded); ATK +2 curved dagger +7 (1d4+3); MV 30; SV 14; S13 I17 W13 D13 Cn12 Ch11; AL N; XP 800; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +2d6, caper; Gear—*Potion of charm monster*.

Aninu, Human Fighter: LVL 12; HP 61; AC 23 (plate armor, +2 buckler); ATK 1+ +1 battleaxe +12 (1d8+2); MV 30; SV 11; S14 I8 W10 D16 Cn13 Ch9; AL LG; XP 1200; Special—Riding, leadership, dominate; Gear—*Potion of ESP, scroll of protection from undead*.

3235. Gnolls Besieged | Monster

A gnoll horde recently passed through this area from the Golden Steppe. It has since broken up, meeting stout resistance from the men of Thaine [3343]. One element of 12 gnolls warriors is suffering from the attacks of a band of 10 sprites. The gnolls are now stuck on a rocky promontory of golden stone, bows at the ready, waiting for the next assault. They are heading north with a fair amount of booty seeking the Pishon River, so they can follow it east.

Gnoll, Medium Humanoid: HD 2; AC 15 (leather, shield); ATK Battleaxe (1d8); MV 30; SV 16; AL CE; XP 100; Special—None.

Sprite, Small Fey: HD 1; AC 13; ATK Sword (1d4) or bow (60 ft./1d4 + sleep 1d6 hours); MV 20 (F40); SV 16; AL NG; XP 100; SP—*detect evil* (150 ft. range), *detect good* (150 ft. range), *invisibility* (self), *speak with animals* (always active).

3239. Colba the Raven-Feeder | Stronghold

The barbarian warlord Colba the Raven-Feeder has constructed a hill fort here and fancies himself a rival of the Duke of Thaine. He commands 20 berserkers, 15 spearmen, 10 archers and 5 war chariots (with scythed wheels – totally boss!) The elf druidess Dica acts as his advisor and cautions him not to antagonize the duke until he has more soldiers under his command. Colba is a bully who becomes jealous of other warriors easily, feeling he must best them in combat.

The hill fort is surrounded by the farmsteads of 480 tribesmen who raise linseed, wheat, fat pumpkins and even fatter sheep under Colba's watchful eye.

Treasure: 3000 cp, 1800 sp, 3500 gp, large amber (100 gp), small emerald (100 gp), medium amber (5 gp), medium quartz (5 gp), medium spinel (100 gp).

Berserker, Medium Humanoid: HD 1+1; AC 12 (shield); ATK Scimitar (1d6); MV 40; SV 16; AL CE; XP 100; Special—Immune to fear.

Dica, Elf Druid: LVL 4; HP 8; AC 14 (leather, shield); ATK Spear +4 (1d8+2); MV 30; SV 14; S16 I10 W15 D10 Cn6 Ch16; AL N; XP 400; Special—Elf traits, healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, spells per day (5/2); Gear—None.

Colba, Human Barbarian: LVL 10; HP 52; AC 20 (+2 splint, shield); ATK 1 weapon +8; MV 40; SV 11; S16 I9 W13 D17 Cn15 Ch7; AL N; XP 1000; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 4/day, +10 movement, surprised (1 in 6), no bonus for flanking or back attack; Gear—*Potion of charm animal*.

3240. Medicinal Geyser | Wonder

A geyser in this hex goes off at random intervals. When it does, it fills several pools with mineral water that help people overcome disease (+1 to saves).

3303. Halfling Spies | Monster

A band of eleven halfling warriors are making their way to Ishkabibel disguised as traders from Yore. Their goal is Gwenth, to fight the Warudi and restore the goddess to her rightful place. On the way, they figured they could tour Ishkabibel and bring some intelligence with them to Gwenth. The band is led by a scout named Ambrose. They are leading pack goats with foods from beyond the mountain.

Halfling, Small Humanoid: HD ½; AC 13 (leather, buckler); ATK Short sword (1d6) or short bow (1d6); MV 20; SV 17; AL LG; XP 25; Special—Halfling traits.

Ambrose, Halfling Scout: LVL 5; HP 24; AC 14 (leather); ATK Short sword +1 (1d6-1) or short bow +4 (1d6); MV 30; SV 15; S8 I10 W7 D17 Cn9 Ch12; AL N; XP 500; Special—Halfling traits, climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, riding, survival, backstab +2d6; Gear—None.

3311. Manna Trees | Wonder

A grove of rare trees in this hex rains a sort of flaky manna when the wind rustles. One can spend an hour collecting a day's worth of rations, though the stuff is tasteless and tends to cause constipation (save vs. disease, leaves people fatigued for 1d6 days). The women of Uki [3411] might be found here, children in tow, gathering manna in their brightly patterned blankets while singing work songs.

3315. Diggers | Monster

A pair of bulettes is tearing up the landscape here. They are males, digging a network of tunnels meant to attract a female. The bulettes are quite aggressive this time of year so there is a 1 in 6 chance that adventurers find them facing off and bellowing at one another in a show of strength.

Bulette, Large Monster: HD 9; AC 22; ATK 2 claws (3d6) and bite (6d6); MV 40 (B10); SV 12; AL N; XP 900; Special—Surprise attack.

3331. Hermit's Hut | Monster

This hex holds a filthy cottage belonging to the hermit Barosi. Barosi is a good man, but he is squat and ugly. He believes in

drinking a concoction of bitter herbs that he brews outside his hut in a cauldron. He keeps numerous animals tied up or caged outside the cottage, all of them injured creatures he is trying to nurse back to health.

Barosi is a kind man and although he is a hermit he does not eschew company. He happily invites people into his dank little cottage for some bitter tea and conversation. If people enter, they find Barosi a bit odd. He often talks to people who are not there, scolding them for their gossip and cautioning people not to step on the invisible folk, which he claims are angels.

In fact, Barosi is actually visited by angels, who stop here to bask in his goodness and gossip about the universe.

Barosi, Medium Humanoid: HD 3; AC 10; ATK club (1d4); MV 30; SV 15; AL LG; XP 300; Special—Magic (Cleric, 3rd).

3334. Zasu the Red City | Town

DEMOGRAPHICS

Population 4,890 urban, 39,120 rural

Race Human

Religion Pluto, god of buried riches

Alignment Neutral (N)

Zasu is an overcrowded town of ruby miners and wheat farmers. The town walls and buildings are composed of red sandstone, giving it the nickname “The Red City” by many travelers.

Zasu is ruled by a cruel prince, Radumar, who has a phobia of loud noises. The people of Zasu wrap their feet in cloth and never speak in more than a whisper. Animals are banned from Zasu, as is metal armor and carts. Transport is by men and women, with parcels and cargo strapped to their backs.

The town guard (90 strong) is lackadaisical for the most part, but when somebody makes a loud noise, they are Johnny-on-the-spot, casting people into deep dungeons beneath the town walls where they cannot disturb the prince. The Zasu pits are feared throughout Kisthenes.

The ban on loud noises has not kept Zasu from having an infamous “red light district”. The brothels operate from abandoned catacombs to keep the accompanying noise from reaching the prince. The catacomb brothel/taverns are actually very comfortable, though a bit dank and chilly.

Prince Radumar makes frequent forays into the town streets accompanied by his soldiers. He is notable for his black and white-checked robes of silk, his spiked gold scepter (treat as a morningstar in combat) and his high pointed crown and massive turban bedecked by strings of rubies. The source of the

king’s mania is an imp, hiding in that enormous turban, causing the king to suffer from terrible headaches.

Zasu’s army is 180 strong, including 10 camel archers, 30 light horsemen, 40 archers and 100 spearmen.

Imp, Tiny Outsider: HD 3; AC 20 [Silver]; ATK Sting (1d4 + Poison II); MV 20 (F50); SV 15; AL LE; XP 900; Special—Immune to fire and poison; SP—*Commune with greater devil* (1/week), *detect good*, *detect magic*, *invisibility (self)*, *suggestion* (1/day).

3342. Nunnery of Erecura | Stronghold

A small sisterhood of nuns dedicated to the worship of Erecura (i.e. Proserpina), wife of Dispater, has been established here. The nunnery is composed of old, weather-worn and moss-covered stone in a peaceful, shady glen near a rushing stream. The nunnery is two stories tall with a courtyard, kitchen gardens, a small infirmary, an armory, scrying room (with its own pool that can double as a Jacuzzi), living quarters, etc. The nunnery is dwarfed by giant mulberry trees and the berries are used by the nuns in a variety of dishes and drinks, some of which they trade for supplies.

The mother superior is Tuira, a handsome old half-elf of Venatian blood who opposed the coming of the Nomoi and kept her nunnery free of their influence. She rules 20 nuns and about 60 lay persons.

Treasure: 2900 cp, 7000 gp, *wand of magic missile* [3].

Nun, Medium Humanoid: HD 3; AC 12; ATK Club (1d4); MV 30; SV 15; AL N; XP 300; Special—Magic (Druid, 3rd).

Tuira, Human Druid: LVL 11; HP 39; AC 13 (leather, +1 *buckler*); ATK +1 *scimitar* +9 (1d6+2); MV 30; SV 11; S14 I9 W14 D7 Cn12 Ch18; AL N; XP 1100; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, immune to poison, spells per day (7/4/4/3/2/1).

3343. Thaine | Town

DEMOGRAPHICS

Population 2,320 urban, 18,560 rural

Race Human, half-elf, elf, dwarf

Religion Mithras, god of valor

Alignment Lawful (LG)

Thaine is a town of the Venatian League built atop three small hills with swampy land between them near the river. The town was established on the site of a Venatian hill fort and has grown wealthy due to the presence of gold sand carried down from the Sturmdrangs by the Gold River. The town’s Gold Market is well-attended by traders from the surrounding re-

gions. The town's coinage, the thaler, is the standard for the Venatian League.

The town is surrounded by a meandering white wall, with additional walls on the hills. Some folk call it the "town of three castles" because of these fortifications. The low portions of the town are swampy and damp and the timber-framed houses are often constructed on stilts, especially nearer the river. One of the three hills holds the Mithraeum, a sandstone temple to Mithras. The middle hill holds the town's citadel, with its nine famous white towers. The third hill holds barracks for the old Nomoi cavalry auxiliary. Each of the hills is connected to the others by stone bridges.

Count Auric is a young and dashing warrior who descends from the original Nomoi inhabitants and is of half-elven stock. He has ties to the Counts of Iver of Lyonesse and owes money to the Krumms, the dwarven money-lenders of Lyonesse.

Count Auric, Half-Elf Fighter: LVL 4; HP 12; AC 19 (banded, shield); ATK Longsword +5 (1d8+1) or +2 *longbow* +6 (1d8); MV 30; SV 15; S15 I10 W8 D15 Cn9 Ch13; AL CG; XP 400; Special—Half-elf traits, riding, leadership, dominate; Gear—*Potion of healing*.

3348. Count Down to Pudding | Monster

A strange tan globe hangs from the bough of an oak. The sphere is composed of force and holds a dun pudding. The leaves of the woodland floor hide a steel box that, when the center is stepped on, springs up into a cube, the roof enclosing the victims of the trap and the pudding. Immediately, the force bubble begins to dissipate from the top down – it takes 30 minutes before the pudding can escape.

In the floor of the steel box there is a lock which, if picked (or unlocked with the key inside the pudding), grants entry into a quasi-dimension where the gnome thief Braba hid his treasure. The opening of the floor reveals stairs leading down to a weird cavern lit by walls that glow in shades of red and yellow. It takes 10 minutes to get to the treasure cavern and another 10 to get back (though you might want to roll 3d6 to determine how many minutes it takes to get there and back).

Among the treasure items is a tuning fork of no value, but which can cause the cube to unfold, allowing people to escape unharmed if the dun pudding remains contained in its bubble.

Dun Pudding, Huge Ooze: HD 8; AC 14; ATK Touch (3d6 acid + engulf); MV 20; SV 13; AL N; XP 3000; Special—Immune to acid, cold and poison, resistance to weapon, dissolve organic material.

3411. Uki | Village

Uki is a small village of 20 widows and their 35 children. The men folk were either killed or taken by the Warudi and now labor on the pit in which Tiamat is to be reborn into the uni-

verse. The women of the village herd goats and tend small farms. Every fortnight, they travel to the manna trees [3311] to take in a store of flakes, in case the crops fail.

3418. Wailing Priests | Stronghold

The Wailing Priests are an order of Mandanu worshippers, who use self-punishment and denial to achieve enlightenment. The order is composed mainly of the younger sons of the nobility. Most people in the region consider them little better than bandits and highwaymen. They train in staff fighting and are in fact very dangerous combatants. Their leader is Alu, a drawn man with shifty eyes who wears a loincloth and several strings of glass beads. Under his tutelage are ten lesser monks (3rd level) and 30 novices (1st level monk) that include the fourth bastard son of King Sardanapalus of Khuburu.

Treasure: 3400 cp.

Stick Fighter, Medium Humanoid: HD 3; AC 12; ATK Staff (1d6+1) or 2 fists (1d4); MV 50; SV 15; AL LN; XP 150; Special—None.

Alu, Human Monk: LVL 9; HP 33; AC 15; ATK 2 slams +10 (2d6+4); MV 50; SV 11; S19 (14) I9 W15 D15 Cn12 Ch11; AL LN; XP 900; Special—Acrobatics, climb walls, hear noise, hide in shadows, move silently, open locks, read languages, surprised (1 in 6), stunning attack, deflect arrows, hit creatures only struck by +1 weapons, speak with animals and plants, immune to disease and slow spells, feign death, 90% resistance to mind reading and control, heal own wounds; Gear—*Gauntlets of ogre power*.

3425. Potion Caravan | Monster

A caravan of 18 camels laden with magic potions (30 in all) is being driven through this hex towards Khuburu by strange traders who wear jackal masks and cloth-of-gold kilts. They carry staffs topped with amber spheres that generate lightning bolts (3d6) when they are jabbed into the ground, and otherwise can be used as quarterstaves. The six traders are jackalweres. Three of the potions are poison.

Camel, Large Animal: HD 3; AC 13; ATK Bite (1d4); MV 50; SV 15; AL N; XP 150; Special—None.

Jackalwere, Medium Monster: HD 4; AC 15 [Silver]; ATK Bite (1d8); MV 30; SV 15; AL CE; XP 400; Special—Change shape, sleep gaze.

3437. Council of Law | Monster

A pair of greater shedus has called a meeting of lawful monsters in the region to discuss the coming calamity in Kisthenes. None have yet arrived, but the shedu will show hospitality to other Lawful creatures who arrive. If they are powerful and wise enough, they may be permitted to join the council.

The shedu are waiting in an ancient temple of Apollo, which fortunately has a supply of aged wine and natural springs.

Three young celadon dragons [2143] have been sent as assassins by the forces of Chaos to kill the shedu before they can hold their council.

Celadon Dragon, Medium Dragon: HD 8; AC 17; ATK 2 claws (1d8) and bite (2d10); MV 40 (F80, C30); SV 13; AL NE; XP 2000; Special—Resistance to acid, immune to sleep and charm, poisonous cloud breath (1d4 Str, Con and Dex).

Greater Shedu, Large Monster: HD 14; AC 18 [+1]; ATK 2 kicks (3d6); MV 40 (F80); SV 10; AL LG; XP 7000; Special—MR 45%, magic use (cleric, 5th); SP—At will—*astral projection, ethereal jaunt*; 1/day—*confusion, ego whip, intellect fortress, mental barrier, mind blank, mind thrust, psionic blast, psychic crush, thought shield, tower of iron will*.

3503. The Reapers | Stronghold

Three bone golems are reaping fields of wheat grown wild around a squat tower that looks like a chimney. Smoke rises from the tower, which has no roof. Within the tower, the walls of which are covered in thick, greasy soot, there stands the ever-burning pyre of the necromancer Gusanga, who once made a menace of himself in these parts by sending a pestilence through the people's herds such that animals produced bitter black milk and birthed a generation of stillborn young. He turned the youngest princess of Azurpiranu into a ghoulish who ate her husband on their wedding night. He committed many other acts of criminal mischief before the priests of Azurpiranu finally breached his tower and slew him. The tower was turned into the necromancer's funeral pyre, the bone golems feeding a fire that would burn forever, that there was no way for the necromancer to come back. Within those flames, though, the priests could not see the tiny black pearl that glowed with an unholy light. It calls out to necromancers, promising great power at no price.

Bone Golem, Medium Construct: HD 6 (30 hp); AC 18 [+1]; ATK 2 scythes (1d10); MV 30; SV 14; AL N; XP 1800; Special—Berserk

3505. Azurpiranu | City-State

DEMOGRAPHICS

Population 12,850 urban, 102,800 rural

Race Human

Patron Deity Enki, god of sweet water, fertility and wisdom

Alignment Lawful (CG)

AUTHORITY

Temporal Sharrukin, Lugal of Azurpiranu (CG)

Changeling Druid: LVL 16; HP 42; AC 14 (+1 *leather*, shield); ATK +2 *staff* +13 (1d3+4); MV 30; SV 9; S14 I16 W24 (15) D8 Cn10 Ch16; AL N; XP 1600; Special—Alter self, healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape (plants, elementals), immune to fey abilities, immune to poison, spells per day

(7/6/6/5/5/4/4/3); Gear—*Potion of acid resistance, periapt of wisdom 24*.

Spiritual Nidab, High Priestess of Enki (NG)

Human Druid: LVL 6; HP 17; AC 14 (*leather*, shield); ATK Scimitar +3 (1d6); MV 30; SV 13; S12 I10 W15 D11 Cn10 Ch16; AL N; XP 600; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (5/2/2); Gear—*Potion of clairsentience*.

DESCRIPTION

Theme City preparing for war

Wilderness Kisthenes

Accent Middle Eastern

Vistas Broad streets, malachite fountains, silver bells tinkling in the breeze, imposing buildings of red and grey stone, bronze statues of mythical beasts and fantastic heroes, squares thronged by singing merchants and trades, mist-shrouded gardens

Names Alamesh, Amkuzur, Azum, Dukuru, Egamer, Eshkil, Garanna, Gezara, Gilgezu, Ilit, Myla, Nanga, Nanna, Nidur, Ninki, Ninli, Nisab, Puaba, Saba, Sangalu, Shursil, Siduk, Sini, Tatta, Urilim

Money Mana (gp), Shekel (sp), Utu (cp)

Azurpiranu is a small city-state built on a red promontory and surrounded by pastures of wild grass and herbs on which the finest herds of horses, cattle and sheep in Kisthenes are grazed. Beyond the pastureland are the farms producing grain, fruit and vegetables.

The city-state's king is Sharrukin, the son of a simple gardener and a changeling hierodule of Ishtar. As a young man he came to the city-state by way of the river and was made cup-bearer to the former king. Named the cleaner of canals, Sharrukin became powerful and used his wisdom to eventually secure the kingship. His daughter Princess Nidab is the ceremonial bride and high priestess of Enki, the patron deity of the city.

Azurpiranu is surrounded by a tall wall of red stone. The buildings within the city are constructed of red or dark grey stone and they are somber and impressive. Bronze statues decorate the intersections and market squares. The palace of the king is topped by domes of alabaster and sapphire.

The city's free days are now numbered, as the Warudi, having recently conquered Obb, are now turning their attention to Azurpiranu. As yet, there have only been slave and cattle raids, but the king is preparing his army for battle and is putting in extra stores of food and water. He commands 460 warriors.

Enki's ziggurat is clad in malachite and surrounded by a wide moat of sweet water that is home to nixie hierodules. The nixies dwell in malachite gazeboes in the midst of the moat, which would-be customers must swim to visit. Within the ziggurat is

a quasi-plane of flowing water and malachite cliffs populated by aquatic fey and elemental spirits.

Princess Nidab and a retinue of warriors entered the ziggurat in advance of the Warudi invasion, hoping to commune with Enki, but they have not been heard from since. In desperation, the people turned to the preaching of Nazuu, prophet of the chaos god Nabua the Conqueror. They have converted an old temple into a breeding pit for a super beast, which when it is ready will take the form of a great bull with a hide of lapis lazuli and the bearded face of a fanged man.

3510. Amber Quarry | Wonder

A petrified forest in this hex is mined for stores of amber. The amber is especially good for making wands with electrical powers. The trees are felled by dwarves who come from the Sturmdrang Mountains in the south every year for a month to fell timber and gather herbs and berries for their brewing.

3514. Gorge of Ashes | Monster

The grassland here drops into a wide gorge that descends into a deep pit. The floor of the gorge is covered with ashes and is

home lovely pyronymphs who tempt any male who walks by into the gorge and the basalt well at its deepest point.

Should a male follow the sinuous movements and alluring eyes of the pyronymphs to the well, his comrades find themselves restrained first by *walls of fire* and then by the charred fingers of skeletons buried in the ash (treat as an *entangle* spell).

The nymphs then wrestle the victim toward the well while an enormous green flame and terrible shriek erupts from it. If victims are pushed in, they add to the Hit Dice total of the horrible creature within. It already has absorbed 21 Hit Dice of victims; if the new victim pushes it to 30 HD or over, it emerges as a full-blown fire demon from the pit.

Pyronymph, Medium Fey: HD 6; AC 17; ATK Dagger (1d4 + 1d6 fire); MV 30 (S20); SV 14; AL CN; XP 1800; Special—Resistance to fire, blinding beauty, stunning gaze, magic use (druid, 4th); SP—*Dimension door* (1/day), *heat metal* (3/day), *incendiary cloud* (1/day).



3517. Gushu | Town

DEMOGRAPHICS

Population 1,850 urban, 14,800 rural

Race Human

Religion Nergal, god of death

Alignment Chaotic (NE)

Gushu is a small town known for its pearl-horned rams, fleecy sheep, wool trade and the cunning of its people, who manage to shift alliances and maintain their freedom from the larger city-states that surround them. The city is ruled by Queen Sashar, a tricky woman and skilled illusionist who maintains the illusion that the city's walls are 10' taller than they really are and crawling with tall, bronze-skinned warriors in leopard skins and armed with ram-horned bows and spears. The town really boasts 50 guardsmen who patrol the town's four market squares and 60 soldiers, mostly archers, who protect the walls and patrol the countryside. Another 15,000 people dwell in walled farmsteads scattered around the hex.

Sashar, Human Illusionist: LVL 7; HP 12; AC 9; ATK Dagger +2 (1d4); MV 30; SV 12; S10 I9 W15 D8 Cn8 Ch3; AL N; XP 700; SA—Alchemy, lore, spells per day (5/3/2/1), create scrolls, arcane knowledge (gunpowder, homunculus, poison I); Gear—None.

Spellbook: 1—*Color Spray, Hypnotism, Mage Hand, Phantasmal Force, Precognition, Prestidigitation, Read Magic, Ventriloquism*; 2—*Invisibility, Mirror Image, Phantasmal Force II*; 3—*Displacement, Invisibility Sphere, Nondetection*; 4—*Hallucinatory Terrain*.

3538. Almost Dragons | Monster

Four sirrush are traveling through this hex on their way to the Council of Law [3437] to act as observers for the forces of Neutrality. The journey has been long and dusty and they are now relaxing in a tiled pool in the ruins of a villa. The villa's vines, thick with grapes, have overgrown everything and the mouths of the sirrush are purple with the juice.

Sirrush, Large Dragon: HD 10 (regenerate); AC 25 [+1]; ATK 4 claws (1d8) and bite (2d8); MV 50; SV 12; AL N; XP 3000; Special—MR 35%, blindsight (300 ft), resistance to acid, cold, electricity, fire and sonic, breath weapon (60 ft. cone of sonic energy, stuns 1d4 rounds).

3540. Ruthy | Village

Ruthy is a small village of religious exiles from Lyonesse, driven away due to their heretical views about Ceres. They believe all true worshippers of the goddess must be farmers, working in the fields as peasants. They have established a small commune in this hex in which people share everything ... and things are going about as one would expect. The food stores are low and the fields are still only half-plowed as people argue over the work and their rations.

Nabua the Conqueror

Type: Outsider

Size: Huge (100')

Hit Dice: 42 (147 hp) [Regenerate]

Armor Class: 22 [+3]

Attack: 2 kicks (4d6), gore (3d6), bite (2d6)

Movement: 60' (Fly 120')

Save: 3; MR 65%

Intelligence: Super

Alignment: Chaotic (CE)

No. Appearing: Unique

XP/CL: 21,000/45

SA—*Breathe cone of petrifying gas (5/day, 120' cone), magic (cleric spells, up to 5th level), telepathy 100'*

SD—*Immunity (electricity, fire, poison)*

SP—*Astral projection (self), cause fear, comprehend languages, confusion •, darkness II, detect invisibility dispel magic •••, ego whip •, ethereal jaunt (self), haste •••, intellect fortress •, mental barrier •, mind blank •, mind thrust •, psionic blast •, psychic crush •, pyrotechnics, read magic, suggestion, symbol (fear, discord), telekinesis (600 lb.), teleport without error, thought shield •, tower of iron will •*

Nabua appears as a huge bull, 40 feet long, covered in scales of lapis lazuli. It has the face of a bearded man with a ruddy face and long blue-black beard.

Nabua revels in destruction and conquest, in grinding its foes under its hooves as they flee.

3546. Floating Cloak | Wonder

A grey *cloak of invisibility* is floating down the river. It will stay afloat for five more minutes and then sink under the water.

3602. The Conjurer and Crown | Monster

Five krenshars are perched on a promontory in this hex, howling and trying to frighten away a band of ten Warudi warriors at the base of the promontory. The Warudi are shooting arrows at the beasts and shouting curses at them.

A conjurer, Samsama, is hiding on the promontory. He summoned the krenshars to hold off the Warudi while he figured out a way to escape them. Samsama holds the royal crown of Azurpiranu and is attempting to flee into the hills with it. Samsama was the court magician of King Sharrukin. He is hopeful that he will find refuge in the Copper Hills.

Krenshar, Medium Monster: HD 2; AC 15; ATK 2 claws (1d4) and bite (1d6); MV 40; SV 16; AL N; XP 200; Special—Scare.

Samsama, Human Conjurer: LVL 9; HP 11; AC 9; ATK Staff +2 (1d3); MV 30; SV 12; S8 I18 W6 D7 Cn8 Ch13; AL N; XP 900; Special—Alchemy, lore, spells per day (6/5/4/2/1), create scrolls, arcane knowledge (compass, anti-toxin, acid, glue); Gear—*Ring of wizardry III, manual of bodily health +3*.

Spellbook: 1—*Acid Splash, Chill Touch, Grease, Light, Mage Armor, Mount, Read Magic, Summon Monster I*; 2—*Fog Cloud, Pass Through Element, Summon Monster II, Web*; 3—*Sleet Storm, Stinking Cloud, Summon Monster III*; 4—*Black Tentacles, Creation I, Summon Monster IV*; 5—*Summon Monster V*.

The Royal Crown of Azurpiranu

The royal crown of Azurpiranu is a tall, conical golden helm engraved with images of shedu. It is topped with a platinum spike. Rubies and emeralds are set around the base of the crown.

On command, the crown emits brilliant white light in a 120' radius. The wearer of the crown is immune to fear and mind-control and enjoys a +3 bonus to saving throws vs. magic. When the wearer is happy, the crown produces a *calm emotions* effect in a 120' radius; when angry, the effect is as *cause fear*.

3608. Dangerous Hut | Monster

The grasses of this hex have been woven into a conical hut 20' in diameter and 30' tall. The hut is covered with flowers. It is the lair of a giant viper. The bones of seven victims can be found in the hut, as well as their treasure.

Treasure: 5700 cp, 3600 sp, *wand of water walk* [4]

Giant Viper, Large Animal: HD 6; AC 15; ATK Bite (1d6 + Poison IV); MV 20 (C20, S20); SV 14; AL N; XP 3000; Special—None.

3622. Adech | Village

The small village of Adech (pop. 90 urban, 720 rural) has long been free of domination from the larger city-states of Kishthenes, due both to its unimportant location and unimpressive produce, but also due to its fearsome warriors. The people of Adech are abnormally large and muscular compared to average human beings (+2 to hit and damage) and they are fierce warriors with no qualms about razing the towns and cities of those who threaten them. The village's ten soldiers have 2+1 Hit Dice each. They wear scale armor and carry shields, khopeshes, spears and composite bows. Another 40 militia in leather armor and the same sort of armament can be raised.

3628. Misho | Town

DEMOGRAPHICS

Population 1,380 urban, 11,040 rural

Race Human

Religion Lilith, goddess of lust, demon queen of succubae

Alignment Chaotic (NE)

Misho is a small town of ill-repute popular with travelers. The main drag is lined with taverns and brothels and money is both easily borrowed and painfully collected by the local thugs' guild. Traders keep warehouses of rare spices. These warehouses are well-guarded because the merchants pay a handsome sum to the thugs to keep them safe.

Swaggering rakes roam the streets of Misho looking for duels. These warriors (35 of them) wear bronze pectorals and leather kilts, and carry khopeshes and footman's maces. They also happen to be the local police and on the thugs' payroll.

The princess of Misho is named Saga. She is an extra-dimensional thief who also runs the guild. Saga is an attractive woman with velvety blue-grey fur, a cat's-eye gem on her helmet, a golden sword in her hands and a grim smile on her lips. She not only runs the local thugs, but also manages a gang of dimensional pirates who travel to elseworlds through a magic well hidden in the courtyard of an abandoned temple and return to Nod with fabulous treasures.

Saga, Humanoid Thief: LVL 7; HP 27; AC 14 (+1 leather); ATK Gold short sword +2 (1d6-2); MV 30; SV 14; S5 I13 W10 D14 Cn12 Ch13; AL N; XP 700; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +2d6, caper; Gear—*Potion of water breathing*.

3731. Stolen Flask | Monster

A pair of changelings who can take the shape of small and medium-sized creatures individually, or can join hands to form a large creature, are flying through this hex in the shape of a giant eagle. They are carrying an *iron flask* which they stole from Emandra [3734].

Changeling, Medium Monster: HD 3; AC 13; ATK Slam (1d4); MV 30; SV 15; AL N; XP 300; Special—Change shape.

Giant Eagle, Large Monster: HD 4; AC 15; ATK 2 claws (1d6) and bite (1d8); MV 10 (F120); SV 15; AL N; XP 400; Special—None.

3734. Emandra | Stronghold

Emandra is a magician of Lyonesse who settled on the grasslands due to her love of the land and its animals. The tower is a simple affair, shaped something like a stacked wedding cake. It is constructed of reddish stone purchased from Zasu [3334]

and sits in the middle of a large watering hole where numerous herds of wild animals come to drink. Emandra can be seen on her second tier balcony in the garb of an early 20th century African explorer with a set of field glasses, drawing the animals in her journal. She is not averse to company, but makes no effort to help people across the watering hole, though this is easily done via an invisible bridge.

Emandra is a stout little woman with an irascible personality towards all but her animals. Despite her antagonism, she is a kind and generous hostess with a strong sense of right and wrong. Recently, two changelings [3731] abused her hospitality and stole her *iron flask*.

Treasure: 7400 sp, 1000 gp, +3 *hand axe*.

Emandra, Human Magic-User: LVL 11; HP 56; AC 10; ATK Staff +4 (1d3+1); MV 30; SV 11; S11 I13 W8 D11 Cn18 Ch10; AL CG; XP 1100; Special—Alchemy, lore, spells per day (5/4/4/3/2/1), create scrolls, arcane knowledge (compass, *vitrum flexile*, acid, algebra and geometry, distillation); Gear—*Potion of spider climb*, *scroll of maze*.

Spellbook: 1—*Animate Rope*, *Daze*, *Detect Undead*, *Feather Fall*, *Ill Omen*, *Mind Thrust*, *Protection from Evil**, *Read Magic*, *True Strike*; 2—*Continual Light*, *Ghoul Touch*, *Locate Object*, *Rope Trick*, *Summon Monster II*; 3—*Dispel Magic*, *Nondetection*, *Phantom Steed*, *Vampiric Touch*; 4—*Cause Disease*, *Locate Creature*, *Summon Monster IV*; 5—*Contact Other Plane*, *Nightmare*, *Symbol of Pain*; 6—*Cone of Paralysis*.

3745. Invisible Men | Monster

Seven invisible men are pulling a raft loaded with plunder up a branch of the Gold River. The invisibles sacked a band of traders on their way to Arfon. Most of them are now hanging from the branches of a tree in [3546]. The invisible men are headed to the shining obelisk in [3843] with one captive in tow to provide what they need to open the portal in the obelisk and return to their home deep in the underworld with their booty.

Invisible Man, Medium Monster: HD 2; AC 11; ATK Khopesh (1d6+1); MV 30; SV 16; AL CE; XP 200; Special—Surprise (3 in 6), bloodlust.

3747. Arfon | Village

Arfon (pop. 400 urban, 3,200 rural) is the westernmost mountain village of the Venatians. It has significant contact with Thaine, which counts many of its best warriors from Arfon. The village's chieftain is Boda, a voluptuous woman warrior with eagle's wings on her helm and golden tracery on her breastplate and spear. The village includes fishermen, hunters and herdsmen, mostly herding sheep and goats on mountain pastures. The Arfoni are known for their skill at archery and among their number is the master bowyer Lochtio. Lochtio's bows have wound up in the armories of nobles and aristocrats from Lyonesse and the Venatian League. Arfon has 30 warriors, all experts with short bow.

The Harp of Darkness

Strung with hellcat gut, this harp when plucked creates darkness in a 60' radius (double for bards). Lawful creatures within the darkness must save or be frightened.

Boda, Human Barbarian: LVL 4; HP 26; AC 17 (scale, shield); ATK Spear +5 (1d8+2); MV 40; SV 14; S16 I8 W12 D15 Cn15 Ch14; AL N; XP 400; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 2/day, surprised (1 in 6), no bonus for flanking or back attack; Gear—*Dusty rose prism ioun stone*.

3801. Giant Heads | Wonder

This hex holds numerous weird giant heads composed of chalk with eyes of beaten bronze. The heads are capable of moving at a rate of 20' per round. They use this ability to frighten animals and flatten people who come near them. The heads are almost unstoppable, as each weighs three tons and yet moves over the ground as though they were weightless. Their only weakness is laughter – the heads recoil at the sound of it.

3807. Goz | Stronghold

Goz is a Warudi slaver stronghold. It was once the home of Lord Arsahan, who was bricked up in the walls by the Warudi when they conquered it. His phantom now haunts the stronghold, guiding slaves out through secret passages known only to him. The stronghold is ruled by Governor Sali zin'Saani, a dastard if ever there was one. He commands 60 nomad warriors and currently has 150 slaves. He is assisted by an anti-cleric of Tiamat named Omni.

Treasure: 4200 sp, 1000 gp.

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

Omni, Human Anti-Cleric: LVL 6; HP 19; AC 20 (plate armor, shield); ATK Footman's mace +4 (1d6+1); MV 30; SV 13; S15 I8 W13 D10 Cn10 Ch11; AL CE; XP 600; Special—Conversion, healing, rebuke undead, spells per day (5/2/2); Gear—*Scroll of protection from undead*.

Sali, Human Fighter: LVL 9; HP 47; AC 19 (+2 *chainmail*, shield); ATK 1+ scimitar +8 (1d6); MV 30; SV 13; S11 I9 W5 D11 Cn13 Ch16; AL NE; XP 900; Special—Riding, leadership, dominate; Gear—*Potion of spider climb*, *harp of darkness* (see below).

3821. Nimri | Town

DEMOGRAPHICS

Population 2,860 urban, 22,880 rural

Race Human

Religion Nintinugga, goddess of healing

Alignment Lawful (CG)

Nimri is a bustling trade town, its roads and alleys often packed with mules and camels moving freight between Nannaru [4023], Ugah-Emish [3023], Khuburu [2624], Heth [5617] and the city-states of the north.

Law and order are not terribly important in the merchant's quarter and the surrounding caravanserais, so Nimri is a popular place to stay. Within the remainder of the town, law and order is tight, enforced by 60 of the fiercest guardsmen you have ever seen. They are well-armed and are permitted to inflict tremendous pain in the course of their duties, especially on outsiders. Travelers know it is best to stick to the merchant's quarter and respect the guards.

The walls of the town are defended by 60 archers and 40 spearmen, many of whom are looking for employment on the camel caravans as guards. The walls of the town are tall and appear to be made of a single piece of rock zig-zagging around the town. This is the product of Megalu, the town's resident elemental, a boyish looking man with curly scarlet locks, bronze skin and green eyes. His tower is a ziggurat slightly smaller than that of the town's patron deity Nintinugga. The ziggurats face one another across a wide square paved in crushed white stone and surrounded by a second wall. The royal palace of Princess Isal is outside this wall, but as she is also the high priestess this is not a problem. Both ziggurats are defended by twenty clerics.

Treasure: 8000 gp, bejeweled copper platter (60 gp), silver trencher (100 gp), +1 leather armor, +1 crossbow of distance, pearl of power (7th level spell).

Megalu, Human Elementalist: LVL 16; HP 51; AC 11; ATK Staff +6 (1d3+1); MV 30; SV 9; S9 I8 W13 D14 Cn14 Ch15; AL N; XP 1600; Special—Find secret doors, read languages, command spirits 5/day, turn elementals; Gear—Potion of clairvoyance, scroll of protection from lycanthropes, rod of the viper.

3828. Microcosm | Wonder

There is a small shrine in this hex constructed of reddish marble and situated among a bed of swaying white tulips. The entrance is about 6 inches tall, and looks like a copper gate covered in a silver mesh. The exterior is covered in bas-reliefs of a double diamond design. Tracing this on the door shrinks a person to 5 inches in height and permits entry into the shrine.

The interior holds a microcosm of the Nodian universe, with Nod in the center and the other planets and stars revolving around it. Touching one of these spinning specks fills one with temporary knowledge of its history and design, knowledge that soon fades but leaves people aware of the greatest threat to that planet/star currently in existence. Touching Nod reveals the plot by the city-states of Kisthenes to create super beasts, re-born primordial gods, who could destroy the world.

3832. Birds on the Run | Monster

A pair of mated achiyalatopas is on its way to [3437] to heed the call of the shedu Uzimar. They are in quite a hurry, but may stop to aid people in trouble.

Achiyalatopa, Large Outsider: HD 5; AC 20; ATK Bite (2d4) or feathers (200 ft./1d8); MV 30; SV 14; AL NG; XP 500; Special—Call lightning (5 targets, 10 ft. range, total of 5d6 damage), protection from evil II (1 minute duration), immune to electricity, resistance to acid, MR 10%.

3842. Sultan Sabotage | Monster

Sultan Shatalli of Vark [5302] and his retinue are winging back to his palace in a plush carriage strapped to the back of a roc. Shatalli is returning from a diplomatic visit Summan, chief of the storm giants in the Sturmdrangs [J10, 5201]. With Shatalli is his major domo and court astrologer, Wunani. Wunani has planned a surprise for his master in the form of a sizable flock of hawk man assassins. They strike from the clouds on Wunani's signal, killing the roc and thus the prince as well.

Roc, Huge Animal: HD 12; AC 18; ATK 2 talons (1d8) and bite (2d10); MV 20 (F60); SV 11; AL N; XP 1200; Special—None.

Bodyguard, Medium Humanoid: HD 1+1; AC 17 (chain, shield); ATK Scimitar (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Hawk Man, Medium Monster: HD 1; AC 14; ATK Bite (1d4) or weapon (1d8); MV 30 (F40); SV 16; AL N; XP 100; Special—None.

Wunani, Human Magic-User: LVL 7; HP 14; AC 9; ATK Dagger +0 (1d4-2); MV 30; SV 12; S5 I17 W11 D7 Cn10 Ch12; AL NE; XP 700; Special—Alchemy, lore, spells per day (6/4/2/1), create scrolls, arcane knowledge (acid, compass, glue); Gear—*Scroll of fly, potion of water breathing, chime of opening*.

Spellbook: 1—*Alarm, Daze, Enlarge Person, Hypnotism, Light, Mount, Prestidigitation, Read Magic*; 2—*Detect Invisibility, Hypnotic Pattern, Whispering Wind*; 3—*Daylight, Rage, Stinking Cloud*; 4—*Polymorph Other*.

Prince Shatalli, Human Fighter: LVL 6; HP 37; AC 21 (+1 plate armor, shield); ATK Scimitar +7 (1d6+2); MV 30; SV 14; S16 I7 W9 D11 Cn14 Ch5; AL N; XP 600; Special—Riding, leadership, dominate; Gear—*Babr-e Bayan* (immune to cold and fire, resistance to weapons), *potion of jump, ring of animal friendship*.

3843. Shining Obelisk | Wonder

An obelisk in this hex is obscured by a copse of tall black pine trees. The obelisk shines in light or the absence of light and provides a magic portal to the underworld dimension of Irkalla. To activate it, one must paint a door on it in blood.

3848. Dragon Hunters | Monster

A high mountain cave serves as the lair of a family of six frost giants. The giants specialize in hunting the white dragons that live higher up in the Sturmdrangs and turning their hides into leather armor and other goods. They are currently working on one of these hides and drying the dragon meat for jerky.

Treasure: 4500 sp, three dragon hides.

Frost Giant, Huge Giant: HD 10; AC 15; ATK Slam (1d8) or battleaxe (2d8+1) or boulder (600 ft./4d6); MV 30; SV 12; AL CE; XP 1000; Special—Immune to cold.

3906. Scarlet Promontory | Monster

A promontory of scarlet stone in this hex has been gnawed away by the wind into a strange, abstract shape suggestive of delirium. Wind nymphs find the promontory romantic, and often visit it to think about the hearts they have broken. One encounters wind nymphs (1d6) here on a roll of 1-3 on 1d6. A pool of water collects in the center of the promontory and it has a pinkish hue. The water will act as a love philtre for one week if it is blessed by a nymph.

Aurae, Medium Fey: HD 6; AC 17; ATK Dagger (1d4); MV 30 (S20, F60); SV 14; AL CN; XP 600; Special—Blinding beauty, stunning gaze, magic use (druid, 4th), unaffected by wind; SP—1/day—*dimension door, gust of wind, wind walk*.

3909. Tax Collectors | Monster

Twelve nomads are making their way through this hex to the village of Had [3911] to collect tribute for the Alakthar. They are also happy to collect from any wanderers they come upon as well. All are mounted on warhorses and armed with scale mail, composite bows, lances and scimitars.

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

3911. Had | Village

Had is a village (pop. 80) of salt miners oppressed by the Warudi whom they now serve. A band of seven nomads dwells here as a garrison. They see that the village's salt shipments to Ishkabibel are made on time. The locals are a chaotic bunch, given to brawling and drinking too much beer. It will not take much to start an armed insurrection here.

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

3913. The Great Tower | Dungeon

The ruins of the Great Tower are in this hex, buried beneath the earth but forming a hill (really more like a plateau) that covers most of the hex. Small openings in the earth give access to the subterranean ruins.

The Great Tower was constructed by the ophidians as a "star tower", a tower so tall that it scraped against the Astral Plane and permitted astral ships to dock at the top.

During the wars between the Kabir and elder things, the tower was toppled, and pieces of it can be found over a very wide area, though one would likely be unable to identify those pieces as anything but weathered chunks of stone.

In the base of the tower, the ophidians conducted genetic experiments on captive humans and animals, including dinosaurs. These vaults and halls are now occupied by monsters, and it was from these vaults that dinosaurs were re-released into Kisthenes at some point in the distant past after dying out almost everywhere else in Nod.

3916. Orvis and Tessie | Monster

An aasimar trader, Orvis, is making his way through this hex leading a heavily laden camelops he calls Tessie. The animal carries copper pots. Orvis wears a mail shirt and carries a longsword and buckler. Unfortunately, he is not carrying enough water and he has but one day of iron rations remaining after aiding two wanderers who turned out to be thieves.

Camelops, Large Animal: HD 5; AC 13; ATK Bite (1d4); MV 50; SV 14; AL N; XP 250; Special—None.

Aasimar, Medium Humanoid: HD 3; AC 13 (ring mail); ATK Longsword (1d8); MV 30; SV 15 (13 vs. mind effects); AL CG; XP 300; Special—Surprised (1 in 6), resistance to cold and fire; SP—*daylight* (1/day)

3922. The Stinking Cavern | Dungeon

Numerous ankheg burrows in this hex lead to a large cavern of swirling wind and sulfurous fumes. It reeks to the high heavens here. Bas-reliefs show dancing warriors in horned helms throwing lightning bolts at one another while also fighting with dragons. Any electricity spell used in this cavern takes the form of thirteen lightning bolts that streak out at random angles and strike the walls, illuminating the bas-reliefs and causing the yellow fumes to solidify into a round tower with a staircase leading into a dungeon.

4020. Magic Tree | Wonder

A tall date tree grows here. It is heavily hung with fruit of a deep violet hue. When eaten, each one grants the ability to cast a single random first level magic-user spell.

4023. Nanaru | City-State

DEMOGRAPHICS

Population 9,230 urban, 73,840 rural

Race Human

Religion Sin, god of the moon and wisdom

Alignment Neutral (N)

AUTHORITY

Temporal/Spiritual Queen Eshkit (N)

Human Druid: LVL 7; HP 23; AC 14 (leather, shield); ATK +2 *club* +5 (1d4+1); MV 30; SV 13; S8 I13 W16 D9 Cn9 Ch16; AL N; XP 700; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (6/4/2/1); Gear—*Scroll of protection from lycanthropes*.

Arcane Zuranna, Chief Astrologer (CN)

Human Magic-User: LVL 6; HP 7; AC 8; ATK Dagger +1 (1d4-1); MV 30; SV 13; S6 I11 W10 D5 Cn8 Ch7; AL CN; XP 600; Special—Alchemy, lore, spells per day (4/3/2), create scrolls, arcane knowledge (algebra and geometry, flash powder); Gear—*Staff of fire, scroll of alarm*.

Spellbook: 1—*Chill Touch, Detect Secret Doors, Feather Fall, Magic Missile, Prestidigitation, Read Magic, Unseen Servant*; 2—*Find Familiar, Locate Object, Thought Shield*; 3—*Clairsentience, Slow*.

Criminal Endutum the Boar (CE)

Wereboar, Medium Monster: HD 4+1; AC 16 [silver]; ATK Gore (1d6) or spear (1d8); MV 30; SV 15; AL CE; XP 400; Special—Curse.

DESCRIPTION

Theme Boisterous city

Wilderness Kisthenes

Accent Middle Eastern

Vistas Black buildings, silver finery, three-legged public lamps burning blue flames, lapis lazuli covered citadel of the Queen, flowing wine, noisy festivals

Names Alamesh, Amkuzur, Azum, Dukuru, Egamer, Eshkil, Garanna, Gezara, Gilgezu, Iilit, Myla, Nanga, Nanna, Nidur, Ninki, Ninli, Nisab, Puaba, Saba, Sangalu, Shursil, Siduk, Sini, Tatta, Urilim

Money Mana (gp), Shekel (sp), Utu (cp)

Nanaru is the city-state of the moon god Sin. By sacred law the buildings and walls of the city are covered in soot, making them black. This law originated in ancient times when an invading army nearly conquered the city, burning much of it

until a miracle by Sin saved the city. Covering the buildings with soot is a remembrance of the miracle.

Nanaru is a rollicking town, with many boisterous festivals throughout the year that bring tourists to the city and a festive night life in the taverns. Wine flows freely, and the favorite beverage of Nanarites is hypocras, a combination of wine, sugar and cinnamon. Each tavern has a full sheep roasting on the hearth, bathed in its own juices and in combinations of wine and rosemary or other spices. Flat bread, like large crackers, covered in garlic and rosemary are served, as are bowls of soup and stew and deserts of stewed apples.

Gold and copper are not permitted in the city except in the royal citadel. All such metals must be turned in at the city gates where they can be stored in banks outside the city walls or traded for their value (or a portion of their value) in silver.

The city is surrounded by farms growing wheat, barley, grapes, root vegetables, garlic and rosemary. Underneath the city there are the royal mines where lead and silver are dug from the ground using child slaves, many of them purchased from the Warudi of Ishkabibel. As the lead fumes slowly draw out the life force of the children, a quasi-material entity called The Moon Beast beneath the mines grows stronger. It is intended by the priests of Sin to destroy Ishkabibel before they can materialize Tiamat from the primordial Chaos.

The Moon Beast can be found gestating at the bottom of a deep shaft beneath the ziggurat of Sin. It looks like a silvery ram with four horns that look like crescent moons. The shaft is connected to the lead mines.

Nanaru is protected by 100 guardsmen who wear robes of sheepskin covering leather armor. They wear helmets topped by round pieces of tin meant to represent the moon and carry black-shafted spears and slings.

The soldiers of Nanaru number 20 slingers, 100 archers, 180 spearmen, 20 war chariots and 10 war elephants. They wear black capes and tall helms. Squadrons are sometimes hired out as mercenaries by the queen so they can spy for her.

Queen Eshkit is the tactful and diplomatic ruler of Nanaru. She is a tall, stately woman, elegant and charming and with an inner fire that inspires loyalty in her people. She wears a chain of large gold rings over her hair, topped by a golden diadem surmounted by gold and platinum flowers set with sapphires.

Uru the Moon Beast, Huge Outsider: HD 31 (Regenerate); AC 24 [+2]; ATK Head butt (4d20) and bite (3d6); MV 60 (F250, B40); SV 7; AL CE; XP 15500; Special—MR 60%, immune to sleep, poison and electricity, magic use (magic-user, 2nd), spit lightning (100 ft./10d6); SP—*darkness, fear, levitate, mind blank* (3/day), *polymorph self, psychic crush* (3/day), *pyrotechnics, telekinesis, teleport without error*.

4030. Clashing Stones | Wonder

This is a rocky hex with many large boulders strewn about its fields of wild flowers. A wide gully that runs through the hex indicates that a river once flowed here, likely the source of the boulders. As adventurers travel through the hex, they may note movement from the boulders, which shake and sometimes roll a short space. Dwarves and gnomes note this on a roll of 1-4 on 1d6, others on a roll of 1-2. As one proceeds deeper into the hex, the movements become more severe and often dangerous.

Vala the druidess is the keeper of the stones. She is a woman of pale complexion with an orange dress wrapped around her lithe frame and an orange veil obscuring her face. She sits in the center of the hex on a large stone, another stone poised above her, holding the stones back through sheer will while she is tormented by shadow rats sent by the vermin god Ninkilim, who desires her hand in marriage. If the two great stones clash together, they send a wave of anti-gravity out in a 10 hex radius, causing mass confusion and damage.

Shadow Rat, Small Monster: HD 1+1; AC 15 [Silver]; ATK Bite (1d3 + blinded 1d6 rounds); MV 30 (C20); SV 16; AL N; XP 100; Special—Move from shadow to shadow, surprise (3 in 6), *darkness* 1/day.

Vala, Human Druid: LVL 6; HP 27; AC 13 (leather, shield); ATK Scimitar +2 (1d6-1); MV 30; SV 13; S8 I15 W15 D8 Cn14 Ch16; AL N; XP 600; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (4/2/2); Gear—*Scroll of transmute rock to mud*.

4034. Smilodar Camp | Monster

A band of 18 smilodars has made camp here. They have been hunting the gazelle herds and are now preparing meat and pelts for transportation back to their lair in the Sturmdrangs.

Smilodar, Medium Humanoid: HD 2+1; AC 12; ATK Bite (1d4), spear (1d8) and clawed gauntlet (1d); MV 30; SV 16; AL N; XP 200; Special—Leap 15 ft. (counts as charge).

4036. Mebiar | Monster

The wind spirit Mebiar, who governs the perfume of flowers that drifts into the nostrils of weeping lovers, is traveling here with six sylphs in her train and a guard of two medium air elementals. She appears as a hazy suggestion of femininity, and is surrounded by the smell of flowers that puts people into a romantic frame of mind.

Sylph, Medium Fey: HD 3; AC 10; ATK Dagger (1d4); MV 30 (F90); SV 15; AL N; XP 300; Special—Magic use (druid, 4th); Spells—*Summon medium air elemental* (1/week), *gust of wind*, *invisibility*.

Air Elemental, Medium Elemental (Air): HD 8; AC 18 [+1]; ATK Slam (1d8); MV F90; SV 13; AL N; XP 2400; Special—Whirlwind.

Mebiar, Medium Fey: HD 9; AC 17; ATK Dagger (1d4); MV 30 (S20, F90); SV 12; AL CN; XP 900; Special—Blinding beauty, stunning gaze, magic use (druid, 4th); Spells—*Summon medium air elemental* (1/week), *gust of wind*, *invisibility*, *dimension door* (1/day).

4101. E'-Namtar (House of Fate) | Stronghold

A temple complex dedicated to Istustaya, the goddess of fate, has been constructed in this hex. The complex is surrounded by a wall of massive granite blocks 15' tall. The gateway is an arch from which is suspended a blade (like a guillotine) from the golden hair of an angel. Those who would enter the complex must test their fate by walking beneath the blade; Chaotics have a 1% chance of the blade falling on them (6d6 damage, save for half).

Within the complex there are numerous adobe houses and buildings clustered around the base of a hill. On top of the hill there are terraced gardens of fruit trees, flowers and spiky palms and the temple itself, a large construction of adobe with granite pillars painted in brilliant hues and a roof covered by beaten tin that shimmers like silver in the sunlight.

Among the buildings are the dormitories of ten lesser priests of fate and the small palace of the high priest Ishuldas. He is a thin man with a long face, unimpressive beard and sly eyes. Ishuldas is a prankster and gambler, and he is utterly apathetic to his fate. He advises others to stop fighting and allow the goddess to guide them to their destiny. He commands 20 horse archers who patrol the countryside and deliver punishment to those who, along with the howling priests, would cheat fate. Ishuldas and his priests dress in black robes over chainmail. They wear tall conical helms, carry warhammers and shields, and ride barded warhorses.

Treasure: 3300 cp, 6100 sp.

Priest, Medium Humanoid: HD 3; AC 17; ATK Warhammer (1d4+1); MV 30; SV 15; AL LN; XP 300; Special—Magic (Cleric, 3rd).

Ishuldas, Human Cleric: LVL 10; HP 29; AC 20 (plate armor, shield); ATK Footman's mace +6 (1d6); MV 30; SV 12; S9 I8 W11 D12 Cn11 Ch7; AL LN; XP 1000; Special—Conversion, healing, turn undead, spells per day (5/4/3/3/2); Gear—*Potion of fly*, *ring of meld into stone*, *stone horse (courser)*.

4103. Lord Munuma | Stronghold

A granite ridge surrounded by muddy banks sits in the middle of the river in this hex and hosts the stronghold of Lord Munuma, a partisan of Vark [5302] and dedicated worshipper of Istanu, the Hyrkanian sun god. He plans to oppose the Warudi to the last man for he has judged their goddess naught but a crawling demonic worm fit only for slaughter.

Munuma's stronghold is carved into the stone of the ridge and surrounds a great pit of seething positive energy that is sacred to Istanu. He holds the stronghold with 90 men-at-arms and 20 mounted priests of the sun god, resplendent in white robes over silvered mail and carrying horseman's maces and bows.

Munuma is a grim warrior who values logic and reason. His stronghold runs like clockwork and is not for free spirits. Munuma's priests are commanded by his lieutenant, the cleric Anpa. The chanting of the sun priests can bring forth light from the "sun pit", which can be reflected via large crystal prisms into a *prismatic wall* that surrounds the citadel, or which can, once per month, bath the entire hex in positive energy that heals 10d6 points of damage, or deals 10d6 points of damage to all undead in the hex. Creatures healed to twice their normal hit point total are transformed into beings of pure energy, which soon dissipate into the Astral Plane and seek out Veneris, the planet of positive energy.

Treasure: 7300 cp, 3500 sp, 2000 gp, medium chrysoprase (5 gp), medium onyx (100 gp), small opal (20 gp), medium malachite (5 gp), silver goblet (100 gp).

Man-at-Arms, Medium Humanoid: HD 1; AC 16 (scale, shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Sun Priest, Medium Humanoid: HD 3; AC 17; ATK horseman's mace (1d4+1) or composite bow (1d6+1); MV 30; SV 15; AL LG; XP 300; Special—Magic (Cleric, 3rd).

Anpa, Human Cleric: LVL 6; HP 21; AC 18 (plate armor, shield); ATK Footman's mace +2 (1d6-1); MV 30; SV 13; S8 I7 W12 D5 Cn12 Ch16; AL LG; XP 600; Special—Conversion, healing, turn undead, spells per day (4/2/2); Gear—None.

Mumuma, Human Paladin: LVL 10; HP 42; AC 20 (plate armor, shield); ATK +1 *khopesh* +10 (1d6+3); MV 30; SV 11; S14 I7 W16 D11 Cn10 Ch16; AL LG; XP 1000; Special—Riding, detect evil, immune to disease, smite chaos 3/day, halo, silver spurs, religious badge, coat of arms, lay on hands, cure disease 2/week, turn undead, warhorse (+2 HD), cleric spells (4/2/1); Gear—*Potion of charm dragon*, *ring of fire resistance*.

4109. Weather Pool | Wonder

A fresh spring bubbles up from the ground in this hex creating a delightful pool and watering hole. The pool is home to seven nixies. A druid who swims to the center of the pond (and manages to avoid the machinations of the nixies) can cast a double strength *control weather* spell once in the following year.

Nixie, Small Fey: HD 1; AC 13; ATK Dagger (1d4); MV 20 (S30); SV 16; AL N; XP 100; Special—MR 25%, *charm person*.

4117. Lady Ashnaru | Stronghold

Lady Ashnara is an aging warlord who was plenty reckless during her long life of adventuring. She is now worried that

time and that wild life is catching up to her. As yet, she has maintained her independence, but she has seen the wave of Warudi coming and is doubtful she can survive it.

Her stronghold is large, with seven towers and tall walls. Blue tiles frame the main gate and numerous bells hung from the walls and towers make a wonderful clanging when the wind blows. Ashnaru was once in love with a wind lord and she hung the bells to warn her of his return. Alas, the wind lord is held against his will by the conjurer Ulara [2808].

Ashnaru commands 30 archers, 10 slingers, 60 spearmen and 10 war chariots. At her side are her boon companions, the aasimar cleric Nobu and the Agnar the Red, a fiery sorcerer from the south.

Treasure: 5800 cp, 10,600 sp, medium opal (100 gp), small carnelian (1 gp), small fire opal (1 gp), two medium hematites (5 gp each), +1 *chainmail*.

Nobu, Human Cleric: LVL 3; HP 10; AC 17 (chainmail, shield); ATK Footman's mace +1 (1d6); MV 30; SV 15; S11 I9 W13 D14 Cn6 Ch10; AL LG; XP 300; Special—Conversion, healing, turn undead, spells per day (4/1); Gear—None.

Agnar, Human Magic-User: LVL 4; HP 12; AC 10; ATK Dagger +1 (1d4); MV 30; SV 14; S10 I15 W9 D11 Cn9 Ch8; AL CG; XP 400; Special—Alchemy, lore, spells per day (5/2), create scrolls, arcane knowledge (hypnotize); Gear—*Wand of choke* [4].

Spellbook: 1—*Audible Glamer*, *Detect Poison*, *Hold Portal*, *Message*, *Read Magic*, *Reduce Person*, *Resistance*; 2—*False Life*, *Shatter*.

Ashnaru, Human Fighter: LVL 11; HP 56; AC 20 (plate armor, shield); ATK 1+ spear +10 (1d8); MV 30; SV 12; S12 I11 W12 D9 Cn16 Ch9; AL LG; XP 1100; Special—Riding, leadership, dominate; Gear—*Scroll of protection from elementals*, *ring of chameleon power*.

4138. Anketon | Village

Fishermen from Gruffe [4338] have established themselves in a new fishing village (pop. 30) on the banks of the Sombre. The village is now just a collection of woven huts over dry pits, but they are building more substantial wooden houses using material from a damaged river galley that washed up on the banks of the river. The fishermen have of late been lax in building, since a traveling charlatan convinced them that a magic golden fish lives in the river here and can only be caught with silver wire that he sold them. They line the banks, dreaming of all the things they will do with their wishes.

4143. Captive Manticore | Monster

A gaggle of 16 goblins are struggling in this hex with an iron-clad wagon in which is caged a manticore. They are on their way to the sack of Navenn [4942] and are acting under the orders of Yulk, king of the hobgoblins.

Goblin, Small Humanoid: HD 1-1; AC 13; ATK Sword (1d6); MV 20; SV 16; AL CE; XP 50; Special—None.

Manticore, Large Monster: HD 6; AC 16; ATK 2 claws (1d8), bite (1d6) or 6 spikes (180 ft./1d6); MV 30; SV 14; AL CE; XP 600; Special—None.

4146. Faces in the Stone | Wonder

A cliff face here is carved with large, bearded faces, the visages of ancient wizards, mossy and grey. The faces whisper terrible secrets that bring first madness and then knowledge.

If a character places an ear to the stone, roll 1d6 and reduce their Wisdom score by this number. Roll another 1d6 and add this to their Intelligence score. These changes are permanent. If their Wisdom falls by more than four points, roll for a form of permanent insanity. If their Intelligence increases by more than four and the character is a magic-user, they learn one new random spell (roll 1d4 for level).

4207. Dead Mastodon Walking | Monster

A flight of six pterodactyls is circling an old bull mastodon making its way slowly to an elephant graveyard in this hex.

Pterodactyl, Small Animal: HD 2; AC 15; ATK 2 claws (1d3) and bite (1d8); MV 20 (Fly 60); SV 16; AL N; XP 200; Special—None.

Mastodon, Huge Animal: HD 12; AC 14; ATK Slam (2d10), 2 stamps (2d8) or gore (2d12); MV 40; SV 11; AL N; XP 1200; Special—Trample (up to medium-sized creatures, 2d10).

4221. Enkikim | Stronghold

Enkikim is a man with a problem. A curse has left him with a voice so weak one must have their ear to his mouth to hear him. The curse was placed on him by a water naga [4320] ten years ago when the construction of his stronghold by the river ruined her favorite fishing spot. Folk call him the “Silent Lord” and many take his silence to be a sign of deep thought.

His stronghold is large and set back about half a mile from the river on a long ridge that takes the form of a steep, grassy slope on the landward side and a sheer limestone cliff on the river side. A fishing village is set between the cliffs and the river and there are several farmsteads on the landward side.

Enkikim’s stronghold is home to 20 spearmen, 20 archers and 20 berserkers dedicated to gathering souls for Nergal. They are led by Mebulu, a cleric of Nergal.

Enkikim is a tall, broad man with auburn hair and bronze skin. He wears a leopard skin kilt and high sandals and in battle dons a breastplate and chainmail and carries a shield and spear. His shield is black, in honor of Lord Nergal.

Treasure: 3000 cp, 5500 sp, 250 gp, treasure map, small jet (1 gp), two small olivines (1 gp), large jargoon (100 gp), *tome of understanding* +3.

Berserker, Medium Humanoid: HD 1+1; AC 12 (shield); ATK Scimitar (1d6); MV 40; SV 16; AL CE; XP 100; Special—Immune to fear.

Mabulu, Human Cleric: LVL 3; HP 7; AC 19 (chainmail, shield); ATK +4 scimitar +5 (1d4+5); MV 30; SV 15; S12 I12 W11 D16 Cn8 Ch13; AL NG; XP 300; Special—Conversion, healing, turn undead, spells per day (3/1); Gear—None.

Enkikim, Human Barbarian: LVL 10; HP 82; AC 20 (splint, shield); ATK Bastard sword+10 (1d8+2); MV 40; SV 11; S17 I13 W10 D16 Cn16 Ch13; AL N; XP 1000; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 4/day, +10 movement, surprised (1 in 6), no bonus for flanking or back attack; Gear—*Potion of gaseous form*.

4226. Metum | Stronghold

A small stronghold of Nanaru [4023] has been constructed here to protect the southern approach to the city-state. The stronghold is black with white gates that are marked with the crescent moon of Sin. The stronghold is commanded by Princess Metum, beautiful and ambitious sister of the queen and a rival for Nanaru’s throne.

Metum commands 20 spearmen, 10 archers and 10 war chariots, all of them completely loyal to Metum and perhaps serving as the corps of the army she will use to take the throne of Nanaru from Queen Eshkit. Metum is assisted by a loathsome druid called Zisudra, who is more animal than man.

Treasure: 2100 cp, 10,500 sp, gold statuette (500 gp).

Man-at-Arms, Medium Humanoid: HD 1; AC 16 (scale, shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Zisudra, Human Druid: LVL 6; HP 32; AC 14 (+1 leather, shield); ATK Club +3 (1d4); MV 30; SV 13; S12 I5 W14 D8 Cn14 Ch17; AL N; XP 600; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (5/2/2); Gear—*Potion of charm animal*.

Metum, Human Fighter: LVL 11; HP 51; AC 19 (plate armor); ATK 1+ +2 greatsword +13 (1d10+3) or *shock glove*; MV 30; SV 12; S13 I9 W9 D13 Cn9 Ch11; AL N; XP 1100; Special—Riding, leadership, dominate; Gear—*Shock glove*.

4235. Vampire Trees | Monsters

A band of river pirates buried their treasure in this hex in a grove of vampire trees. Their bard calmed the trees with a magic flute while they did the deed, though one lazy pirate still managed to get killed; his decomposing body can be seen on a low mound of earth.

Treasure: 1800 cp, 1000 gp, *potion of extra-healing*.

Vampire Tree, Large Plant: HD 4; AC 13; ATK 4 branches (1d6 + constrict); MV 0; SV 15; AL N; XP 400; Special—None.

4241. Frightened Peasants | Monster

A family of five frightened peasants is moving through this hex, having escaped the hobgoblins sacking Navenn [4942]. They have a draught horse and scant belongings, but they are determined to survive. The peasants have family in Gruffe. They are being pursued by 13 hobgoblins [4341].

Peasant, Medium Humanoid: HD ½; AC 10; ATK Club (1d4); MV 30; SV 17; AL N; XP 25; Special—None.

4313. Tyri-Gibil | Town

DEMOGRAPHICS

Population 2,430 urban, 19,440 rural

Race Human

Religion Gibil, god of fire

Alignment Neutral (N)

When Tyri [4315] was destroyed, a few of its peasants and traveling merchants managed to escape and found a new town which they called Tyri-Gibil (New Tyri). The new town's economy revolves around the herding of cattle.

The Tyrites do not welcome users of magic, including clerics. Doing without magic has made them a very clever and industrious people. Tyri-Gibil has tall walls protected by four ballistae and a corps of 140 yeoman-soldiers in scale armor and carrying light crossbows and spears. The town is ruled by Prince Buramma, who was justly elected when the last prince, Daadea, died. Buramma is now 75 years old and smart as a whip, though he can no longer walk and finds eating a chore.

The town's fire temple has three large pits, one kept burning at all times, one used for cattle sacrifices and the last used for the cremation of great warriors and kings.

4315. Ruins of Tyri | Wonder

This hex holds the accursed ruins of Tyri, a city of war-mages and armored serpents from elder days. It was more than two centuries ago that it was blasted out of existence when the high council of wizards, a diabolical band if ever there was one, attempted to conjure and hold Tiamat. The city was flattened and is now largely overgrown with grasses and trees, though animals still refuse to enter the ruins. A few monsters make their homes here, including a clan of kobolds who live under the city collecting crystals that were created when Tiamat was nearly called forth from Chaos. These catacombs

contain useful secrets for the conjuring of Tiamat, but the Warudi are unaware of the history of the ruins. They would pay well for those secrets if they discover they exist.

Kobold, Tiny Humanoid: HD ½; AC 14 (leather, buckler); ATK Morningstar (1d4); MV 20; SV 17; AL CE; XP 25; Special—None.

4320. Eshkil | Monster

The water naga Eshkil dwells in a submerged cave in this hex. She descends from a line of water nags that has lived in the river since primordial times and considers the river not only her mother, but also a goddess whose purity is besmirched by the presence of humans.

Treasure: 3300 sp.

Water Naga, Large Aberration: HD 7; AC 15; ATK Bite (2d6 + Poison IV); MV 30 (S50); SV 13; AL N; XP 3500; Special—Magic use (magic-user spells, up to 4th).

4330. Bleeding Gnolls | Monster

Four gnoll warriors, remnants of a gnoll horde that recently stormed through the area, are walking slowly through this hex, all four bleeding from wounds sustained during battle. They are intent on reaching the Golden Steppe with their plunder.

Treasure: 3700 cp, 500 gp.

Gnoll, Medium Humanoid: HD 2; AC 15 (leather, shield); ATK Battleaxe (1d8); MV 30; SV 16; AL CE; XP 100; Special—None.

4338. Gruffe | Town

DEMOGRAPHICS

Population 3,500 urban, 28,000 rural

Race Human

Religion Mars

Alignment Neutral (N)

Gruffe is a spa town, settled first by the Venatians and then favored by the invading Nomoi as a place for their legions to rest and recuperate. The mineral baths at Gruffe are potent, and are located in grottos beneath the hills. The largest grotto has been carved with stone benches and connects to a surface bath house. Smaller springs are reserved for the aristocracy and the salts of one spring are used to make a red hair dye favored by the women of Lyonesse.

Adjacent to the bath house is a gambling salon and theatre and around those a district of taverns and the homes of the well-to-do. Beyond this district are white washed timber-framed houses, the great temple of Mars with its iron columns, the barracks of a unit of cavalry, the citadel of Count Waldo, the

old Council House where the electors of the Venatian League meet, and then the white-washed town walls.

Gruffe is situated in a sheltered valley that stays relatively warm throughout the year. The villas around Gruffe include several vineyards and wineries that produce sweet white wine. A half-complete aqueduct reaches out from the mountains, its construction ended when the town was cut off from Nomo. The dwarven minority of the town, who work as engineers, masons, smiths and miners, are considering buying the aqueduct from the count and finishing it.

Count Waldo, Human Centurion: LVL 6; HP 31; AC 18 (+3 ring mail, shield); ATK Spear +5 (1d8); MV ; SV 14; S12 I12 W15 D10 Cn9 Ch15; AL N; XP 600; Special—Rally troops, command, shield wall, lock opponents, surprised (1 in 6), shield ally, engineer; Gear—+3 ring mail, figuring of wondrous power (*onyx dog*).

4341. Hobgoblin Deserters | Monster

Thirteen hobgoblin warriors are pursuing a family of peasants [4241] who escaped their sack of Navenn [4942]. The hobgoblins are technically deserters.

Hobgoblin, Medium Humanoid: HD 1+1; AC 15 (studded leather, buckler); ATK Spear (1d8); MV 30; SV 16; AL LE; XP 50.

4347. Trading Post | Monster

Two juggernaut sisters, Burgarda and Crudise, run a trading post in this hex for the mountain men in the area and for the beer shipped by river from Yonder [4445]. The trading post sells all sorts of adventuring supplies and they have a stable for horses and a couple huts for those who need to spend a night out of the elements.

Burgarda is the beauty of the two, buxom and well-toned, with fiery red hair and green eyes. Crudise is lankier and more intelligent, but also less forgiving. The two are not averse to robbing troublemakers and tossing them into the river.

Treasure: *Ring of water walking*.

Juggernaut, Medium Giant: HD 3; AC 13 (leather); ATK Battleaxe (1d8+1); MV 30; SV 15 (13 vs. cold, fire or electricity); AL N; XP 300; Special—*Stomp* 1/day.

4402. Teduma | Village

Teduma (pop. 50 urban, 400 rural) is a small mining village that produces copious amounts of iron for export to Vark [5302]. A garrison of twenty of Vark's soldiers resides in the village under the command of Governor Ishyanziya, an ambitious woman who is in talks with the Warudi via carrier pigeon to turn over to them control of the village and its mines.

4408. Babyl | Town

DEMOGRAPHICS

Population 2,710 urban, 21,680 rural

Race Human, Gnome, Half-Elf

Religion Zaqar, god of dreams and nightmares, messenger of heaven

Alignment Neutral (N)

Babyl is an oasis town that grew up around a caravanserai founded by triplets, Gilgezu, Namzeru and Itaash. The three are warriors who had some success as adventurers and then used their treasure to build their caravanserai within the marshy oasis. The oasis holds a large idol of Ishtar and the brothers sought and received her permission to build here. The addition of a temple to Ishtar to the caravanserai helped the place to grow and it is now ruled by a triumvirate of granddaughters of the original triplets, the Princesses Puaba, Silaba and Nilaba. They work well together, but can become competitive over magic-users with boyish good looks.

Babyl is a wealthy town, and though its standing army is only composed of 160 men-at-arms (mostly mounted archers and light footmen) it has expanded it by 20 archers from Vark and 40 heavy footmen from elsewhere in Kisthenes. As yet, it has not fallen to the Warudi.

The townspeople are known for their outlandish costumes, the many entertainers and fortune tellers who ply their trade on the streets and in the bazaars and the zoological gardens which hold many fascinating monsters seized from indebted adventurers (the town is also known for its banking operations, which are unmatched in Kisthenes).

The temple of Zaqar is richly appointed and always kept under a shroud of silence. The priests permit those who make sizable donations to recline around the sanctum sanctorum on couches, their souls soothed by the burning of lotus dust in braziers, making people sleep and dream deeply. The temple of Ishtar is more welcoming, and provides a hospice for the ill.

4411. The Flowering Grotto | Dungeon

A small river flows through this hex on its way to the River Giyon. On its way, it descends into a shady grotto. In this grotto there grow hundreds of silver flowers. When touched, these flowers produce a cloud of silvery specks that sends people to the dream dimension, into a maze of glass walls and terrible visions wherein is imprisoned the sage Ninki, a beauteous woman of elder days hidden here by the warlock Nabidu because she knew secret ways in which demons and devils might be sent back from whence they came.

4420. Endangered Traders | Monster

A band of 12 traders carrying rare stones to Nanaru are trapped by the flooding waters of the Pishon. They are on a sand bar that is slowly disappearing, and to make matters worse are threatened by crocodiles.

Treasure: 500 gp, small opal (20 gp) and chrysoberyl (20 gp).

Crocodile, Medium Animal: HD 3; AC 13; ATK Bite (1d8 + constrict) or tail (2d6); MV 20 (S30); SV 15; AL N; XP 300; Special—None.

Trader, Medium Humanoid: HD 2; AC 12; ATK Hand axe (1d6) or sling (1d4); MV 30; SV 16; AL N; XP 100; Special—None.

4424. White Moths | Wonder

When night falls, what at first appears to be a giant flock of white bats erupts from a yawning basalt cave in this hex. In fact, the creatures are giant moths. Travelers have a 1% chance of a moth landing on their forehead and transmitting to them knowledge of the Moon Beast growing beneath the zigurat of Sin in Nanaru [4023]. They also transmit that something lying not far away [4523] may be able to stop it and the gestation of other super beasts in the region.

4431. Tracking Dinosaurs | Monster

Two deinonychuses are on the trail of four bleeding gnolls moving through hex [4330]. They will happily dine on adventurers if they see them.

Deinonychus, Large Animal: HD 9; AC 15; ATK Bite (3d8 + constrict); MV 40; SV 12; AL N; XP 900; Special—Grab prey.

4442. Manse of Sorcery | Dungeon

A gorgimera dwells in this hex in the spawning pits beneath Yopho's Mysterious Manse of Sorcery. The monster has destroyed most of Yopho's alchemical apparatus, though a vault of chemicals and reagents has survived its ravages. The wizard did not survive and is now soaking in a pit of chemicals, slowly forming into something terrible beyond belief.

Gorgimera, Large Monster: HD 8; AC 18; ATK 2 claws (1d3), bite (2d6), bite (1d4 + Poison III) and gore (2d6); MV 30 (F40); SV 13; AL CE; XP 2400; Special—Petrification breath 5/day, fire breath 3/day.

4454. Yonder | Village

Yonder (pop. 320 urban, 2,560 rural) is an old Venatian village known for its beer and the locals love of same. The village sits on a high meadow, where the people keep a few goats and swine and grow wonderful fields of golden grain and hops with which they manufacture their fine brew. The way to Yonder is treacherous, but mule trains pick their way through twisting valleys and along narrow ledges to the trading post in

[4347], where the beer is carried via boat to Arfon and from there to Thaine. Yonder has a small company of warriors for its defense and it is said that with a belly full of their beer they are unbeatable in battle.

4504. Flooded Bugs | Monster

Twelve ankhegs are skittering around the grasslands trying to escape their flooded tunnels. One burrowed too close to the river and now water is coursing through the hex near the river, collapsing the grasslands into a morass. The ankhegs are running around and fighting one another, highly agitated by the surprise flood and unsure of what to do next.

Ankheg, Large Monster: HD 3; AC 17; ATK Bite (3d6 + 1d4 acid); MV 30 (B15); SV 15; AL N; XP 300; Special—Spit acid (30 ft./3d6).

4523. Doraga's Ruins | Dungeon

This hex holds a ruined stronghold toppled by the armies of Nanaru ages ago when it was still the home of the infamous necromancer Doraga, an adherent of Druaga who was said to keep a drop of the dread god's ichor in a vial around his neck. While the stronghold is ruined and now home to a band of 35 gnoll warriors, the dungeons beneath the stronghold are a viable adventure site. They hold the crypt of Doraga, where the necromancer is cocooned in black spider silk and slowly forming into a monster. The vial is still around his neck.

If Druaga's ichor is exposed to the air it forms into a chaos beast. If that beast is killed, it withers away into foul black smoke that leaves behind a large blood red ruby. This ruby sends out radiations that disrupt magic (10% magic resistance within 100' of it, 5% magic resistance within 1 mile and 1% within 6 miles). If anointed with monster blood, it sends out an anti-magic pulse to a range of 30 miles that dispels all magic (as the spell, no chance of failure) and which can disrupt the gestation of a super beast completely. This can only be done three times before the stone crumbles into dust.

4533. Jamble | Town

DEMOGRAPHICS

Population 1,670

Race Gnome

Religion Diana

Alignment Lawful (NG)

Jamble is a small town of gnomes that hail from the foothills of the Sturmdrangs. The town is composed of low burrows with larger reinforced vaults below that connect to deep diamond mines. The gnomes have trade tunnels that extend about 12 miles away from the town to help hide its location. These tunnels are patrolled by warriors who mostly seek to thwart

ankhegs and bulettes from disrupting the tunnels. The gnome traders use pack badgers, moving at night and trading their diamonds to a select group of dwarf and human merchants in the surrounding settlements.

Gnome, Small Humanoid: HD ½; AC 13 (leather, buckler); ATK Hand axe (1d6); MV 20; SV 17 (15 vs. illusions); AL NG; XP 50; SP—1/day—*Audible glamor, dancing lights, prestidigitation.*

4540. Cave Clash | Monster

A family of eight Neanderthals is fighting off five red drakkar slavers. The Neanderthals are in their cave, throwing stones at the drakkars, who are just waiting them out. The Neanderthals are the keepers of the young of the Great Goat God, who dwelt in the Sturmdrangs until he was forced by the forces of Chaos to slip into the Shadow Realms to rescue a giant milkmaid who accidentally swallowed the cosmic key.

Treasure: 3300 sp, small pearl (1 gp), medium quartz (5 gp), small hawk's eye (1 gp).

Neanderthal, Medium Humanoid: HD 2; AC 12; ATK Club (1d4); MV 30; SV 16; AL N; XP 100; Special—None.

Red Drakkar, Medium Monster: HD 1+1; AC 18 (scale, shield); ATK Bite (1d4 + 1d4 fire) and spear (1d8); MV 40; SV 16; AL N; XP 100; Special—Resistance to fire.

4544. Grey Troll | Monster

A gargantuan troll, grey and silver with age, is trying to claw his way into the entrance of a dwarf mine to get at the dwarves inside. The dwarves stole a large emerald from the troll and are hiding in the mine. The mine is flooded and the little thieves are not able to get more than about 30' deep.

Dwarf, Small Humanoid: HD 1; AC 15 (leather, buckler); ATK Pick (1d4+1); MV 20; SV 16 (13 vs. magic and poison); AL LG; XP 50; Special—Dwarf traits.

Troll, Huge Giant: HD 18; AC 16; ATK 2 claws (3d6 + rend) and bite (5d6); MV 50; SV 8; AL CE; XP 5400; Special—Regenerate (acid, fire).

4602. Huntresses | Monster

Three sylph huntresses in feathered headdresses and green robes over suits of elven chainmail are chasing a star leopard that escaped from their mistress, the cloud giantess Siri. Siri is an exile from Utt, far in the north, that dwells in a castle of mists hidden behind a waterfall in the map to the north of the one presented in this hex crawl.

Sylph, Medium Fey: HD 3; AC 15 (elven chainmail); ATK Dagger (1d4); MV 30 (F90); SV 15; AL N; XP 300; Special—Magic use (druid, 4th); SP—*Summon medium air elemental* (1/week), *gust of wind, invisibility.*

Star Leopard, Medium Monster: HD 6; AC 16 [+1]; ATK 2 claws (1d4 + rend) and bite (1d8); MV 60 (C30); SV 14; AL N; XP 300; SP—*prismatic spray* (3/day), *prismatic sphere* (1/day).

4605. E-Kiush | Dungeon

Steam hisses from a large ziggurat of bronze that erupted from the ground in this hex in answer to the prayers of the prophet Ammin-Imash, who serves a volcanic deity called Kiush. The god appears as a worm of molten gold with a thousand roiling faces appearing on its surface and pronouncing the edicts and prophecies of the god in a myriad of as-yet-unknown tongues that must be written down and interpreted by the prophet and his followers. The ziggurat is burning hot and surrounded by mirages of steaming pools and sinuous, dancing maidens wrapped by white serpents.

Like all ziggurats, this one contains a dungeon of elemental fire and earth. Ammin-Imash has descended into the ziggurat to meet his deity face-to-face and learn the secret of constructing a heartstone. His followers guard the exterior, while a few of them patrol the hex looking for animals to steal for sacrifices.

Treasure: 6600 cp, 500 gp.

Peasant, Medium Humanoid: HD ½; AC 10; ATK Club (1d4); MV 30; SV 17; AL N; XP 25; Special—None.

Ammin-Imash, Human Prophet: LVL 9; HP 36; AC 13 (studded leather); ATK Staff +4 (1d3+1); MV 30; SV 11; S9 I9 W20 (15) D12 Cn10 Ch15; AL N; XP 900; Special—*Covert, benefice, turn undead, lieutenant, miracles per day* (6/4/3); Gear—*Periap of wisdom 20, potion of extra-healing.*

4618. Invisible Menace | Monster

An invisible monster stalks this hex. It is something conjured in the pits beneath Uphaz which slipped its bonds one night without the knowledge of the priests. It now hunts for fresh sentient life on the savannah, as it is still in its infancy and needs life energy to grow. The only sign of its presence here in the hex is a flock of 24 giant ostriches hiding their heads in the sand. They can sense the danger, but cannot see it and know not which way to run.

Giant Ostrich, Large Animal: HD 3; AC 12; ATK Bite (1d6); MV 50; SV 15; AL N; XP 150; Special—None.

Invisible Monster, Huge Outsider: HD 21; AC 20 [+1]; ATK 8 pincers (2d8 + constrict); MV 40 (F30, S10); SV 7; AL LE; XP 6300; Special—MR 50%, natural invisibility, telepathy (120 ft.), immune to fire and poison, insane, dislike daylight, regenerate; SP—1/day—*bestow curse, blur, dimension door, enthrall, ethereal jaunt, hypnotism, insanity, summon monster VI, unhallow, weird.*

4626. The Prankster | Wonder

This hex holds a small shrine of white stone overgrown with grass, but with trails leading to and from it. The shrine does not hold an altar or idol, just a small fountain that gurgles and bubbles and gives the interior of the shrine a damp, refreshing smell. If one attempts to drink or otherwise take water from the fountain, it squirts them in the face, accompanied by a hoarse, whispering laugh.

4631. Dynamos | Monster

A subterranean cavern in this hex holds part of the remains of an ophidian dam, including a dynamo. Two behirs dwell here, wrapping themselves around the dynamo at night because it makes them feel secure. A door in this dynamo room leads to a flight of stairs up to an old office that holds tools and plans.

Behir, Huge Monster: HD 9; AC 16; ATK Bite (2d4 + swallow), coils (1d4 + constrict) or lightning (20 ft./7d6); MV 40; SV 12; AL N; XP 900; Special—Immune to electricity and trip attacks

4636. Traveling Gnome | Monster

Rangle is a gnome-of-leisure. After making a fortune as a “cobbler to the stars” in the Nybling Hills, he has set out to see the world. He is now moving north towards Jamble [4533] to visit a distant cousin. Rangle travels in a mechanical bear covered in black enamel and silver tracery. The bear knows the way, and Rangle rides inside, reading a book in the light of a lantern and keeping notes of where he has been and what he has seen. Rangle wears *tweeds of power* (AC 15) and carries an ebony walking stick, silver dagger and 230 gp.

Mechanical Bear, Medium Construct: HD 2; AC 14; ATK Slam (1d6); MV 30; SV 16; AL N; XP 100; Special—None.

Rangle, Small Humanoid: HD ½; AC 11 (silk doublet); ATK Short sword (1d6); MV 20; SV 17 (15 vs. illusions); AL NG; XP 50; SP—1/day—*Audible glamer, dancing lights, prestidigitation*; Gear—see above.

4638. Hobgoblin Scouts | Monster

A band of 17 hobgoblin scouts mounted on worgs is stationed here to warn their army in [4942] of any relief forces from Gruffe on their way to rescue Navenn. They are led by subaltern Jordo, an ambitious but ultimately foolish hobgoblin on his first assignment.

Hobgoblin, Medium Humanoid: HD 1+1; AC 15 (studded leather, buckler); ATK Spear (1d8); MV 30; SV 16; AL LE; XP 50.

Jordo, Medium Humanoid: HD 3+1; AC 18 (banded, shield); ATK Scimitar (1d6); MV 30; SV 15; AL LE; XP 150.

4644. Fallen Prophet | Wonder

The mountains here are speckled at night, as motes of light fall from the Astral Plane onto the mountains, the tears of a star goddess for a fallen love. The love in question is a prophet, turned to stone by a duplicitous follower. The stone prophet rests on a pleasant meadow of sweet grass and tiny white flowers. The meadow is grazed on by tiny horses and astral nymphs sometimes visit the meadow to lay wreaths of flowers on the prophet, who has eroded to the point that he cannot be changed back to flesh without killing him.

4647. Lady Azent | Stronghold

The stronghold of Lady Azent is constructed in this hex on the high pasture where she slew the troll king Varx. A golden apple tree sprung up from the troll king’s spilled blood and that tree has expanded into a small orchard held within the confines of the citadel. The citadel is constructed of blue-grey stone with white battlements. The lands around the citadel are worked by 640 yeomen farmers and woodsmen from many races and peoples. The village within the citadel is inhabited by 40 men-at-arms, 20 centaur archers and 40 villagers.

Azent is a female centaur who has led a tough life. Though very wise, she is utterly uneducated and has a natural inclination to mistrust magic-users and their ilk. For that reason, she keeps no court mage, but does hosts two druids, the centaur Armas and the mountain elf Morga.

Treasure: 7200 cp, small lapis lazuli (1 gp), medium zircon (5 gp), small turquoise (1 gp), medium turquoise (5 gp).

Man-at-Arms, Medium Humanoid: HD 1; AC 16 (scale, shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Centaur, Large Monster: HD 4; AC 14; ATK Spear (1d8); MV 50; SV 15; AL N; XP 200; Special—None.

Morga, Centaur Druid: LVL 3; HP 8; AC 17 (leather, shield); ATK Scimitar +1 (1d6) or +3 *dagger* +4 (1d4+3); MV 30; SV 15; S12 I6 W17 D8 Cn14 Ch17; AL N; XP 300; Special—Healing, lore, free movement, identify nature, leaves no trail, spells per day (4/2); Gear—None.

Armas, Centaur Druid: LVL 5; HP 27; AC 18 (leather, shield); ATK Scimitar +4 (1d6+1); MV 30; SV 14; S15 I12 W15 D12 Cn14 Ch17; AL N; XP 500; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, spells per day (5/2/1); Gear—*Rod of withering*.

Azent, Centaur Fighter: LVL 10; HP 34; AC 20 (+1 *chainmail*); ATK 1+ *greatsword* +11 (1d10+2); MV 30; SV 12; S13 I6 W10 D10 Cn11 Ch7; AL N; XP 1000; Special—Riding, leadership, dominate; Gear—*Potion of E.S.P.*

4701. Shatamu | Village

Shatamu is a small village (pop. 50) of herders under a mass hallucination that they are turning into wolves. The people threaten a demoiselle named Pika who they believe is a sacred sheep. They have locked her in a stone shrine while they prepare to sacrifice her to Amon, the wolf lord. The villagers are actually under the influence of poisoned grain placed in their storehouse by the green hag Ishtuliuluka in revenge for the killing of her ogre son by Suptaya, the village champion. Ishtuliuluka dwells in the hex, in a large pond thronged by colorful frogs that raise an alarm when people approach.

Crazy Villager, Medium Humanoid: HD ½; AC 10; ATK Club (1d4); MV 30; SV 17; AL N; XP 25; Special—None.

Green Hag, Medium Monster: HD 9; AC 22; ATK 2 claws (1d8) or touch (2d4 Str); MV 30 (S30); SV 12; AL CE; XP 900; Special—MR 35%, imitate animal sounds; SP—*audible glamer, change self, dancing lights, invisibility, pass without trace, tongues, water breathing.*

4710. Lady of All Knowledge | Wonder

This hex has three roads of white stone that spiral into a central tower. The roads descend into the earth, as the entrance to the tower is 30' below the surface.

Within the tower there are narrow, steep steps that are very dangerous (roll under Dexterity on 1d20 to avoid falling 1d6 x 10'). The stairs lead to a small room where dwells the divine sage Inkith, the Lady of All Knowledge, with a jade dragonfly affixed to her forehead and holding a stone sphere that bathes the room in a pink light that makes anger and violence impossible (except for Chaotic Evil creatures, who have a 1% chance to work themselves into a rage). Inkith can answer almost any question posed to her, though her knowledge of the world ends about 500 years ago, when she was interred in this place.

4723. E'-Narru | Stronghold

A ziggurat has been constructed in this hex near the banks of the river. The ziggurat is dedicated to Kibnunna, god of the River Pishon, and it houses within its walls an aquatic world. The temple complex around the ziggurat houses eleven priests and about 90 lay followers, including ten spearmen in scale mail and aquamarine robes, with helms of polished steel.

Kibnunna's high priest is Mugara, a man of noble birth who hails from Uphaz. The nobles of Uphaz make a pilgrimage here twice a year to offer sacrifices of cattle and other precious treasures to keep the river from flooding and destroying their crop lands and to keep the fish in the river numerous.

Mugara has suffered from the turmoil in Kisthenes, feeling weak and sickened from his prophetic nightmares of the coming war of the super beasts. Kibnunna is acting through him to

reassert the authority of the gods and to that end has instructed him to find a band of heroes to strike down the super beasts as they sleep and grow in the various city-states.

Treasure: 6200 cp, 1400 sp, *wand of detect evil* [1].

Priest, Medium Humanoid: HD 3; AC 12; ATK Quarterstaff (1d6); MV 30; SV 15; AL N; XP 300; Special—Magic (Druid, 3rd).

Mugara, LVL 11; HP 49; AC 23 (+4 *plate armor*, shield); ATK Morningstar +7 (1d4+1); MV 30; SV 11; S12 I11 W17 D7 Cn14 Ch9; AL NG; XP 1100; Special—Conversion, healing, turn undead, spells per day (7/5/4/3/2/1); Gear—*Potion of polymorph self.*

4726. Olifaunts | Monster

A family of three massive olifaunts is grazing in this hex, pulling trees and shrubs up by the root and munching on them while flies and other pests buzz around them. All three are females and it so happens a male olifaunt is not far away and heading in their direction.

Olifaunt, Huge Animal: HD 23; AC 17; ATK Slam (6d8), 2 stamps (6d6) or gore (6d10); MV 50; SV 7; AL N; XP 2300; Special—Trample.

4807. Animating Waters | Wonder

There is a fountain here that gurgles from a pair of malachite lion statues. The lions flank the goddess Ishtar, also carved from malachite, and the water falls into a malachite pool in a field of swaying purple coneflowers.

At least one gallon of water from this pool can animate a tree (per the druid spell *liveoak*). If people drink the water, it makes them twitch and shake for 1d6 days, effectively lowering their Dexterity by 3 points.

4813. Tired Refugees | Monster

A ruined village in this hex is now home to thirteen halflings from the steppe beyond the mountains, refugees who are resting while they figure out where they wish to go. They are led by Papa Gyvos, who has been everywhere beyond the mountains and knows everything (or so he claims). His wife, Mama Upa, is famous for her herbal remedies and her fiery temper that quickly turns into motherly love. Their children are a gaggle of wonderful characters – handsome sons who are expert knife throwers and pick pockets, pretty daughters who are charming beyond belief and who know the grasslands as well as anyone on Nod.

Halfling, Small Humanoid: HD ½; AC 13 (leather, buckler); ATK Short sword (1d6) or sling (1d4); MV 20; SV 17; AL LG; XP 25; Special—Halfling traits.

4824. Dimashk | Monster

Dimashk is a small town that has just been sacked by the Warudi after a month-long siege. The walls toppled, the Warudi poured in and now the town is ablaze and its surviving citizens are being led into slavery. Dimashk had a population of 640 people (the 5,000 or so people who lived in the country have already fled or been captured), though about half of that population has already died. The Warudi nomads number 250, all of them mounted.

The Warudi leader Sheikh Haytha zin'Muad and 50 of his soldiers are preparing their siege of the town's citadel, which still houses Prince Alar and his family, including that rare jewel of Kisthenes the Princess Litta. The town's temple to Shakka, Protector of Herdsmen, has already been sacked and its priests have been taken from the city bearing their idol on their backs. They are being led to a pit, where they and their idol will be buried alive by the Warudi.

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

4828. Nindum | Village

Nindum is a small village (pop. 60 urban, 480 rural) that specializes in trapping and training plant-eating dinosaurs for brute work. They are currently working over three captured talenkauens, trying to break them to the plow. An intoxicating berry juice is their key to success.

Talenkauen, Large Animal: HD 7; AC 13; ATK Bite (1d8) and tail (2d6); MV 50; SV 13; AL N; XP 350; Special—None.

4839. High Norbo | Dungeon

High Norbo is an infamous wizard's dungeon perched atop a tall spire and guarded by six giant eagles who maintain an aerie there. The place was constructed by Norbo the Great and stocked with a dizzying array of tricks, traps, monsters and treasures, all with the aim of delighting his friends.

Giant Eagle, Large Monster: HD 4; AC 15; ATK 2 claws (1d6) and bite (1d8); MV 10 (F120); SV 15; AL N; XP 400; Special—None.

4902. Messenger Eagle | Monster

A giant eagle is flying through this hex bearing a message from the storm giants of the Trollheims that a son has been born, and inviting the great kings and potentates to visit and bring gifts for the child. Eight other eagles are now making their way from the Trollheims in other directions to spread the news.

Giant Eagle, Large Monster: HD 4; AC 15; ATK 2 claws (1d6) and bite (1d8); MV 10 (F120); SV 15; AL N; XP 400; Special—None.

4905. Dirty Trick | Monster

A pit has been dug here and a smilodon has been trapped inside. A halfling stands on the edge of the pit trying to find a way to free the animal. If people help, the halfling pushes them into the pit with a wicked laugh and then disappears in a puff of smoke. The smilodon wears a collar. If this is removed, a difficult task, for the beast is quite savage, the smilodon can resume human form. The smilodon is the exiled princess of a town in the Copper Hills to the north of this issue's map.

Smilodon, Large Animal: HD 9; AC 17; ATK 2 claws (1d10 + rend) and bite (2d8); MV 40; SV 12; AL N; XP 900; Special—None.

4912. Pursuers | Monster

A band of fifteen beastmen from the Mongrel Horde has traveled here in pursuit of a family of halflings from the Golden Steppe. They escaped from their camp and have given them a merry chase, which the beastmen think is nearly over. The beastmen are mounted on worgs.

Beastman, Medium Humanoid: HD 2+1; AC 12; ATK Spear (1d8); MV 30; SV 16; AL CE; XP 50; Special—Surprise (3 in 6), surprised (1 in 6).

Worg, Medium Monster: HD 4; AC 14; ATK Bite (1d8 + trip); MV 50; SV 15; AL NE; XP 400; Special—None.

4932. Dry Cave | Monster

A herd of nine talenkauens is grazing here in the shelter of a bluish promontory that hides a dark, dry cave wherein is interred the remains of an ancient king of Kisthenes, Nemparabisanna. Three of the dinosaurs were captured by the men of Nindum and are now being trained there.

Treasure: 1700 cp, 4100 sp, small ruby (100 gp), mithral necklace (1000 gp).

Talenkauen, Large Animal: HD 7; AC 13; ATK Bite (1d8) and tail (2d6); MV 50; SV 13; AL N; XP 350; Special—None.

4940. Giant Spectator | Monster

A mountain giant, Iggy, has picked up on the hobgoblin siege of Navenn [4942] and is on his way to watch. He is a mean-spirited monster and will probably attack the hobgoblins if they win, or just flatten the village if the hobgoblins retreat.

Mountain Giant, Huge Giant: HD 16; AC 17; ATK Club (2d6) or boulder (5d6); MV 40; SV 9; AL CE; XP 800; Special—None.

4942. Navenn | Village

Navenn is a large village (pop. 320 urban, 2,560 rural) under siege by an army of 150 hobgoblins. The village's walls cannot withstand much more bombardment and the 1,200 surviving

peasants huddled inside the walls are running out of food. Of the village's 20 soldiers, only 12 yet live. They guard their towers, but have run out of arrows and bolts and can only watch as the hobgoblins shoot burning bolts at the city from their three ballistae. The soldiers were unable to sneak anyone through the siege to get help from Gruffe.

The hobgoblins are commanded by King Gnurk, who has come down from the Sturmdrangs to both loot the human village and give his son Prince Mok some war experience.

Hobgoblin, Medium Humanoid: HD 1+1; AC 15 (studded leather, buckler); ATK Spear (1d8); MV 30; SV 16; AL LE; XP 50.

Prince Mok, Medium Humanoid: HD 3+1; AC 18 (banded, shield); ATK Scimitar (1d6); MV 30; SV 15; AL LE; XP 150.

King Gnurk, Medium Humanoid: HD 6+1; AC 19 (plate, shield); ATK Greatsword (1d10); MV 30; SV 14; AL LE; XP 300.

5017. Prophecy | Monster

The hermit Urapar dwells here in the ruins of an old city atop a high hill. He maintains a small herd of goats, grows vegetables amid the ruins and has of late been struck by visions of doom. By descending into the hill, he has been able to commune with the gods and knows of the false visions suffered by the kings and queens of Kisthenes. He has communicated with Mugara of the Ziggurat of Enki [4723] and is preparing to set out personally to find the heroes they require.

Urapar, Medium Humanoid: HD 3; AC 10; ATK club (1d4); MV 30; SV 15; AL NG; XP 300; Special—Magic (Cleric, 3rd).

5024. Caravan of Corpses | Monster

A caravan of twelve allocameluses with desiccated corpses and parcels of rare spices and bolts of silk strapped to their backs are grazing in this hex. With their masters dead by mysterious means, the animals have reverted to instinct. If they can be captured, there is a rich treasure to be had, but touching the corpses brings on *mummy rot*. Still, one of the animals bears a scroll of power that can unweave the most powerful magic at the cost of 1d6 levels from the reader.

Allocamelus, Large Animal: HD 3; AC 13; ATK Bite (1d4) or kick (1d6); MV 40; SV 15; AL N; XP 150; Special—None.

5037. Rharlau | Village

Rharlau (pop. 110 urban, 880 rural) is a well-ordered and highly efficient village of human and dwarf miners, all of whom have had their hearts replaced with clockwork. The miners are now hard workers with little personality of their own. The miners mine hyacinths (the gem, not the flower) and

quarry granite, sending most of it by ox-driven sledges to the great lake, and from there on barges to Gruffe [4338].

Rharlau has a large tavern that is unusually quiet, the miners drinking their ale and the wenches serving it mechanically, as though part of a choreographed dance. Each person in Rharlau knows their place and stays in it and there is easy means to restore them to normal without killing them.

5045. Brigilheim | Dungeon

The dwarves of Brigilheim were an arrogant bunch, delving deep into the earth for adamantine and holding sway over much of the central Sturmdrangs. Queen Brigil believed herself a reborn goddess who was fated to rule all the Motherlands.

The trouble started when the queen began clashing with the mountain elves of King Kourno [5838]. The elves were the servants of Ambisagrus, brother and hopeful heir of Summan [J10, 5201]. As the dwarves laid siege to the elf citadel, Ambisagrus appeared with his sons and felled the dwarven war machines with lightning, scattering the bearded warriors to the four winds. He then summoned rain and flooded Brigilheim and its mines, forcing the dwarves to abandon their citadel, leaving Queen Brigil the queen of nothing.

It is said that Brigil still resides in her old castle, an old, bitter hermit attended only by her memories. The undercity is rife with monsters that claimed the fabulous treasures of the dwarves of Brigilheim and now guard them greedily.

5101. Zahak's Prison | Dungeon

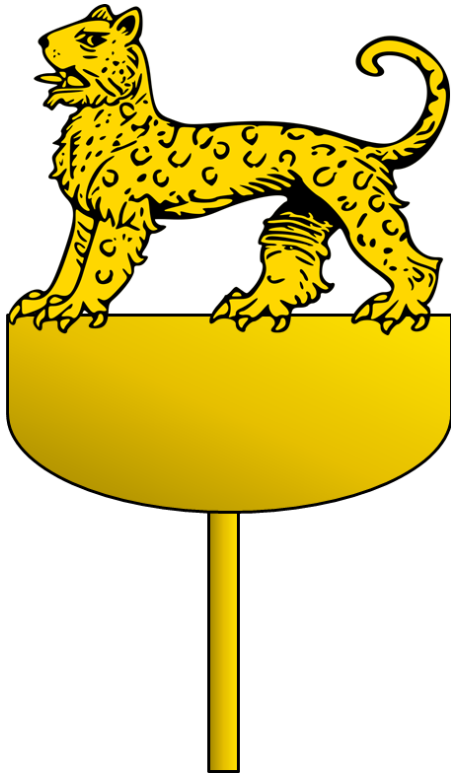
A hill overlooking the river in this hex contains a large, flat stone carved into a sacrificial altar. When blood is spilled here, a waterspout rises from the river and solidifies into a tower of lapis lazuli. The tower is the prison of fallen devas, imprisoned by the gods of Law in elder times when they were seduced by Chaos into an attempt to dominate the Copper Hills and its people. At the heart of the dungeon lies Zahak, a foul child of Tiamat, who desperately wants to break his bonds and join his mother when she returns to Nod. He has sent out psychic emanations to Chaotic creatures in the area, begging them to perform the sacrificial rite, raise the dungeon and then enter it to free him. The adventurers might witness a band of such villains boating out to the tower to do just that.

5114. Swarm of Locusts | Monster

This hex held a cluster of farmsteads that once produced grain and dates that were carried by caravan to Azurpiranu [3505] along a route that extended from Heth [5617] through Tyri-Gibil [4313], Had [3911] and Goz [3807].

Unfortunately, there will be no harvest this year, leaving the people in a terrible state. A swarm of locusts descended on the farmsteads and did away with much of the crop. There are still eight swarms of locusts lurking about, finishing things off.

Locust Swarm, *Tiny Animals*: HD 3; AC 18; ATK Swarm (2d6); MV 20 (C20); SV 15; AL N; XP 300; Special—None.



5122. Uphaz | City-State

DEMOGRAPHICS

Population 15,780 urban, 126,240 rural

Race Human

Religion Marduk, god of civilization

Alignment Neutral (N)

AUTHORITY

Temporal Adon, Lugal of Uphaz (N)

Spiritual Idum, Ex-High Priestess of Marduk (CE)

Human Cleric/Prophet: LVL 6/3; HP 27; AC 12 (studded leather); ATK Staff +3 (1d3+1); MV 30; SV 13; S9 I5 W17 D7 Cn13 Ch15; AL CE; XP 600; Special—Covert, benefice, turn undead, miracles per day (4); Gear—None.

DESCRIPTION

Theme City of Ambition

Wilderness Kisthenes

Accent Middle Eastern

Vistas White buildings with blue tile, large market squares crowded with camels and other animals bearing cargo from afar, gentle waifs selling treasures with their come-hither eyes, brilliantly arrayed horsemen swaggering about, the royal judges patrolling the streets with executioners and guardsmen in tow

Names Alamesh, Amkuzur, Azum, Dukuru, Egamer, Eshkil, Garanna, Gezara, Gilgezu, Ilit, Myla, Nanga, Nanna, Nidur, Ninki, Ninli, Nisab, Puaba, Saba, Sangalu, Shursil, Siduk, Sini, Tatta, Urilim

Money Mana (gp), Shekel (sp), Utu (cp)

The men and women of Uphaz are renowned for their wealth. Uphaz is for many traders one of the end points of the trade route to Mu-Pan (though in truth it competes for this honor with Heth), and this has made it a very wealthy place. Fleets of river galleys ply its waters, as do fishing vessels and warships. As yet, Heth, Uphaz and Tarshish are unaffected by the Warudi nomads and their invasion, but word (and refugees) have reached them and they hold councils of war to prepare for the potential onslaught.

The fields surrounding Uphaz are known for their golden wheat and flax, their ebon-horned rams and their many conical farmsteads reminiscent of towers. These towers cluster together to form loose villages in which everyone belongs to an extended family led by a patriarch or matriarch. Uphaz also collects gold sand from the confluence of the rivers and their gold mana is the standard for the region.

The city folk are known for their linen tunics, their girdles of silk decorated with topaz, beryl and gold (or glass beads for the middle classes). They dye their cloth blue and purple and their white buildings are decorated with blue tile with floral designs. The locals are uncommonly fond of pigeon, so numerous rooftop pens for the beasts can be found in the city, along with a large wild pigeon population and all that entails.

Inside the city's four gates there are numerous hostels for the use of visiting merchants. The city-state has a small Mu-Panese population dwelling on two of the long alleys that extend from the eastern gate so the smell of their cookery fills the air here.

Each gate leads to a large market square, with the gates being named after the product sold there. There is a Silk Gate in the east, a Grain Gate in the west, a northern Fish Gate and a southern Gem Gate. Tarshish maintains an ambassador in the city-state, and Uphaz and Tashish have long been at peace, exchanging numerous brides and grooms of royal blood.

Uphaz's patron deity is Marduk, the god of civilization and a dedicated foe of Tiamat. Mostly worshipped by the northern Kisthenites that were destroyed in the cataclysm, this is his only southern cult center. Marduk's ziggurat is enormous and

clad in alabaster with brass pillars and portals and hundreds of lamps that burn scented oil. Within the ziggurat there is a quasi-dimension of Law and Virtue, a world of white marble mountains and golden rivers inhabited by angels and the lesser servants of Law.

Uphaz is governed by King Adon. Adon is keen hunter, with a kennel of sleek hunting not to be matched in Kisthenes and a hall of hunting trophies that is the envy of other monarchs. Adon seeks a marriage alliance with Queen Hepzibah of Heth [5617], to unite their kingdoms (and then perhaps annex the friendly kingdom of Tarshish) to form a new empire. Adon's crown is a wide band of lapis lazuli framed by a cap of gold.

Princess Idum has lost faith in Marduk and has turned her priesthood to the worship of Kudarlimtur the Fetid, for whom she has become a prophetess. Kudarlimtur is now gestating in a cave of slime beneath the palace. The creature has the form of a great worm with the face of a woman.

The army of Uphaz wears bronze helms sporting double crests of horsehair. Uphaz uses war chariots only for ceremonial processions. In war, they rely on quick horsemen and horse archers to shock and harry their foes, following up with their spearmen and archers. More often, they just use their tremendous wealth to pay off potential enemies.

5129. Sacred Crater | Monster

An old meteorite crater in this hex supports a small steaming lake. The crater has prehistoric paintings along the rim. There are twelve natural rock formations, like standing stones, around the rim carved with ophidian runes. A priesthood of twelve troglodyte shamans dwells in caves beneath the crater. These caves lead to a larger community of troglodytes. The shamans come up at night to gaze on the stars and mumble profane prayers to Mother Tiamat. They know that the time of her arrival is near at hand.

Troglodyte Shaman, Medium Humanoid: HD 2; AC 15; ATK 2 claws (1d3) and bite (1d4) or axe (1d8); MV 40; SV 16; AL CE; XP 200; Special—Stank, magic use (druid spells, up to 2nd level).

5143. Wounded Vampires | Monster

Three vampires, Nilec, Fionna and Camrod, are licking their wounds in a cave in this hex. When encountered by adventurers, two are in wolf form and the third, Fionna, is in human form. The vampires were wounded when they clashed with a vampire hunter a few days ago. The vampires need blood to heal themselves and will masquerade as a druidess and her animal companions to draw the adventurers into an ambush.

Kudarlimtur the Fetid

Type: Outsider
Size: Huge (100')
Hit Dice: 42 (147 hp) [Regenerate]
Armor Class: 27 [+3]
Attack: 4 tentacles (2d8), sting (2d6 + Poison IV), bite (2d12 + swallow)
Movement: 60' (Burrow 60', Swim 40')
Save: 3; MR 50%
Intelligence: Super
Alignment: Chaotic (CE)
No. Appearing: Unique
XP/CL: 21,000/45

SA—*Magic (magic-user spells, up to 4th level)*

SD—*Immunity (poison, mind reading)*

SP—*Calm emotions, charm monster, clairsentience, detect evil, detect invisibility, dispel magic, divination, E.S.P., haste, hold monster, levitate, mind thrust •••, poison, psychic crush, shield, suggestion, telekinesis, teleport, true seeing, water walk*

Kudarlimtur represents the primal urge of reproduction. It appears as a massive serpent, 100 feet long, with the head of a queen and writhing tentacles on its head.

Vampire, Medium Undead: HD 8; AC 18 [+1]; ATK Slam (1d10 + 2 energy drain); MV 30 (F40); SV 13; AL CE; XP 2,400; Special—Resistance to cold and electricity, vulnerabilities, blood drain.

5208. Zark | Stronghold

Zark is the legendary iron citadel of Lady Myla. An elderly woman who remains spry and is known for her calm demeanor and strategic mind, she has successfully withstood two attacks by the Warudi, sending them home bloody and broken. Her stronghold has steel walls conjured by a djinni who lost a game of dice to her while she was adventuring on the Elemental Plane of Air. Myla commands a corps of 10 war chariots and 50 veteran warriors who are deadly with both spear and composite bow. They wear chainmail and carry white shields emblazoned with a pair of haunting eyes. Myla has sent out a call for volunteers to fight the Warudi. She knows she cannot hold them off forever.

Treasure: 3300 cp, 2300 sp, 500 gp, large olivine (100 gp).

Man-at-Arms, Medium Humanoid: HD 1; AC 16 (scale, shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Ayabal, Human Cleric: LVL 4; HP 11; AC 18 (banded, shield); ATK Warhammer +3 (1d4+2); MV 30; SV 14; S14 I10 W14 D9 Cn7 Ch8; AL

CG; XP 400; Special—Conversion, healing, turn undead, spells per day (5/2); Gear—*Ring of the ram*.

Akisam, Human Magic-User: LVL 6; HP 11; AC 9; ATK Staff +2 (1d3+1); MV 30; SV 12; S12 I12 W12 D7 Cn6 Ch11; AL N; XP 600; Special—Alchemy, lore, spells per day (4/3/2), create scrolls, arcane knowledge (glue, flash powder); Gear—*Ring of x-ray vision, cloak of resistance +1*.

Lady Myla, Human Fighter: LVL 12; HP 88; AC 20 (plate armor, shield); ATK 1+ *+1 horseman's mace +12 (1d4+3)*; MV 30; SV 11; S14 I9 W17 D12 Cn18 Ch14; AL NG; XP 1200; Special—Riding, leadership, dominate; Gear—None.

Old Brass Dragon Mount, Large Dragon: HD 7 (28 hp); AC 17; ATK 2 claws (1d6+1) and bite (1d8+1); MV 60 (F150, B30); SV 13; AL CG; XP 2100; Special—Immune to sleep, resistance to fire, breath weapons (cloud of *fear* or 90' cone of *sleep*).

5213. Nadir's Army | Monster

A ragtag army of refugees, escaped slaves, mercenaries and even a few deserters who found their courage after fleeing the Warudi is gathering in this hex. They have found a leader in Nadir, a dusky-skinned mercenary captain from far-away Pwenet whose own mercenary company of light horsemen was destroyed in a battle with the Warudi.

Nadir has a ready wit and a charming smile. He wears armor of leather and bronze and carries a longbow, spear and scimitar. Among his arrows are three magic ones that explode when they hit for an additional 2d6 points of damage. The army is composed of 500 peasants with wicker shields, spears and slings and 150 men-at-arms in leather armor with shields, spears and short bows.

Peasant, Medium Humanoid: HD ½; AC 10; ATK Club (1d4); MV 30; SV 17; AL N; XP 25; Special—None.

Man-at-Arms, Medium Humanoid: HD 1; AC 16 (scale, shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Nadir, Human Fighter: LVL 8; HP 49; AC 17 (breastplate); ATK 1+ longsword +8 (1d8+1) or longbow +9 (1d8); MV 30; SV 13; S13 I9 W8 D16 Cn14 Ch13; AL N; XP 800; Special—Riding, leadership, dominate; Gear—*Potion of spider climb*.

5217. Lady Eretu | Stronghold

Lady Eretu is a cunning woman who pits the city-states of Heth [5617] and Uphaz [5122] against one another to maintain the freedom of her nascent city-state. She now commands a citadel atop a broad ridge that overlooks the landscape and which is thick with date palms around its base.

Her citadel encloses a small village, the farmers raising crops in the lowlands. Eretu has begun the process of digging irrigation canals under the supervision of her court magician Inkil and intends to grow her stronghold into a settlement capable

of defending itself from her neighbors. To this end, she is not averse to raiding the local caravans to extract taxes for their passage through her territory.

Eretu commands 60 spearmen, 30 archers and 20 horse archers, as well as a bodyguard of 10 chaos warriors infused with the power of Hell. Eretu's followers also include 880 villagers.

Treasure: 6300 cp.

Chaos Warriors, Medium Humanoid: HD 1+1; AC 19 (plate, shield); ATK 2 flail (1d4); MV 30; SV 16; AL CE; XP 100; Special—Immune to fear, +1d6 damage vs Lawful creatures.

Inkil, Human Magic-User: LVL 4; HP 9; AC 9; ATK Dagger +0 (1d4-1); MV 30; SV 14; S7 I14 W13 D6 Cn12 Ch11; AL N; XP 400; Special—Alchemy, lore, spells per day (5/2), create scrolls, arcane knowledge (glue); Gear—None.

Spellbook: 1—*Change Self, Detect Poison, Hold Portal, Magic Aura, Ray of Enfeeblement, Read Magic*; 2—*Intelligence, Thought Shield*.

Lady Eretu, Human Fighter: LVL 12; HP 73; AC 24 (plate, shield); ATK 1+ battleaxe +10 (1d8); MV 30; SV 11; S12 I7 W4 D12 Cn16 Ch12; AL CE; XP 1200; Special—Riding, leadership, dominate; Gear—*Potion of acid resistance, ring of protection +4, rod of enemy detection*.

Nightmare Mount, Large Outsider: HD 6; AC 21; ATK 2 hooves (1d8 + 1d4 fire) and bite (1d8); MV 40 (F90); SV 14; AL CE; XP 1800; Special—Astral projection, etherealness.

5228. Centaur Hunters | Monster

Eight centaur hunters are chasing down a unicorn in this hex. Their chieftain's daughter has been poisoned by a cobra and will die without the magic of the alicorn.

Centaur, Large Monster: HD 4; AC 14; ATK Spear (1d8); MV 50; SV 15; AL N; XP 200; Special—None.

Unicorn, Large Monster: HD 4; AC 18; ATK 2 kicks (1d6) and horn (1d12); MV 60; SV 15 (12 vs. magic); AL CG; XP 400; Special—Surprised (1 in 6), immune to poison and charm; SP—*detect evil* (120 ft.), *neutralize poison* (1/day), *dimension door* (1/day).

5230. Ostia | City-State

DEMOGRAPHICS

Population 13,760 urban, 110,080 rural

Race Human, Dwarf

Religion Mogons, god of war

Alignment Neutral (N)

AUTHORITY

Temporal Duke Orco (N)

Spiritual Father Audo (LN)

Human Cleric: LVL 4; HP 15; AC 18 (banded, shield); ATK Warhammer +2 (1d4+1); MV 30; SV 14; S11 I7 W16 D10 Cn15 Ch8; AL LN; XP 400; Special—Conversion, healing, turn undead, spells per day (5/3).

DESCRIPTION

Theme Germanic mercantile city

Wilderness Sturmdrangs

Accent German

Vistas Wood timber buildings, cobblestone streets, bearded men with long mustaches, women in bonnets, swine in the streets, grubby children, axe throwing contests

Money Thaler (gp), Mark (sp), Penny (cp)

Ostia would be the happiest of city-states were it not for the ambitions of Duke Orco, bastard son of the old legion commander Vidarius and a local girl who is now the power behind his throne. It was Orco who organized the Venatian League and who now presses it to become a kingdom with him as its king. This has put his city-state into high alert and had its people working double time to amass wealth and arms that he can use to achieve his ambitions.

The city-state is surrounded by tall stone walls and a heretofore impregnable gatehouse called the “Iron Tower”. Within the walls are several temples, including a large one dedicated to Mogons, war deity and patron god of Orco and his city-state and a smaller edifice built to honor Grannus, a deity of healing springs whose “wife” is the copper dragon Sirona who dwells beneath the temple in the mineral springs. There is also a small temple to *Veteris*, a god of common soldiers commonly worshipped by *Legio VII Venati*. This temple is attached to a retirement home for old soldiers.

Ostia is a river port, where caravans from Mu-Pan and other exotic places end their journey to move their goods down the Sombre River to the ports beyond. The river gate leads to a long stone bridge that spans the Sombre, permitting those caravans who wish to continue by foot to do so.

Ostia was the primary base of a *Legio VII Venati* and for the river galley fleet of Venatia. While the legion has left Venatia, leaving only a garrison behind, the city-state’s defenses have been bolstered by mercenaries from the Sturmdrangs.

5302. Vark | City-State

DEMOGRAPHICS

Population 15,480 urban, 123,840 rural

Race Human

Religion Taru (Teshub), god of thunder

Alignment Lawful (CG)

Mogons (Mogetios, Mog)

The Great One

Rank: Minor Deity

Portfolio: War

Servants: Archons

Priests: Clerics (fighting)

Symbol: ???

Alignment: Lawful (LG)

Mogons is a Venatian war god who was been adopted by Nomoi the legions that conquered Venatia. They pray to him for strength in battle, and perseverance in the face of terrible hardships.

Mogons is worshipped on hilltops, where standing stones bearing inscriptions in his honor are erected. People gather around these stones, offering their weapons for blessing.

Clerics in Mogons’ cult can go berserk once per day (as a barbarian), but lose the ability to cast one first level spell per day.

Mogons, Medium Outsider: HD 20 (240 hp), AC 20 [+3], ATK +3 *bastard sword* (3d6), MV 30’, SV 2, SA—Regenerate, MR 45%, magic use (C7), inspire awe, magic immunity, immune to disease and poison, resistance to cold, barbarian rage 3/day; SP—Command, comprehend languages, gate, geas/quest, spiritual hammer, teleport without error, tongues, true seeing.

AUTHORITY

Temporal Shatalli, Sultan of Vark (N)

Human Fighter: LVL 6; HP 37; AC 21 (+1 *plate armor*, shield); ATK Scimitar +7 (1d6+2); MV 30; SV 14; S16 I7 W9 D11 Cn14 Ch5; AL N; XP 600; Special—Riding, leadership, dominate; Gear—*Babr-e Bayan* (immune to cold and fire, resistance to weapons), *potion of jump*, *ring of animal friendship*.

Spiritual Ishka, High Priest of Taru (CG)

Human Cleric: LVL 8; HP 36; AC 20 (plate armor, shield); ATK Warhammer +5 (1d4+1); MV 30; SV 13; S9 I9 W12 D9 Cn16 Ch10; AL CG; XP 800; Special—Conversion, healing, turn undead, spells per day (5/3/2/2); Gear—*Rod of cancellation*.

Arcane Wunani, Court Astrologer (NE)

Human Magic-User: LVL 7; HP 14; AC 9; ATK Dagger +0 (1d4-2); MV 30; SV 12; S5 I17 W11 D7 Cn10 Ch12; AL NE; XP 700; Special—Alchemy, lore, spells per day (6/4/2/1), create scrolls, arcane knowledge (acid, compass, glue); Gear—*Scroll of fly*, *potion of water breathing*, *chime of opening*.

Spellbook: 1—*Alarm*, *Daze*, *Enlarge Person*, *Hypnotism*, *Light*, *Mount*, *Prestidigitation*, *Read Magic*; 2—*Detect Invisibility*, *Hypnotic Pattern*, *Whispering Wind*; 3—*Daylight*, *Rage*, *Stinking Cloud*; 4—*Polymorph Other*.

DESCRIPTION

Theme City of the Exotic Orient

Wilderness Copper Hills

Accent Middle Eastern

Vistas Broad avenues bordered by lilacs and brass statuary, onion domes of coral and cerulean on white towers, men and women in silks and satins and pointed shoes that curve at the toe

Names Ahya, Anmaya, Anmawa, Ayantalwali, Ishihuntanu, Ishna, Katuka, Lelluni, Matutalli, Muluwannas, Murziyama, Pilili, Pipilipanas, Sanas, Shalu, Supyahasei, Teluma, Wuwali, Zalliya, Zalpahunya

Money Stater (gp, sp, ep, cp)

White and cyan houses spill like jewels down the side of a red-dish hillside. A spring arises in a cave on the hill and trickles down into a pool in the prince's garden, as well as through channels into two great fountains for the common folk and then out into the fields around the city. A triple layer of ivory-colored walls surrounds the city-state, the outer walls topped by blocks of lapis lazuli carved with the images of the deities worshipped in Vark.

Vark is the chief settlement of the southern portion of the Copper Hills. Travelers enter the valley through a pass flanked by two towers, each carved in the likeness of an ancient king of Vark. The way to the city is paved with crushed white stone and marked every third mile with a 20' tall pillar topped by a brass ram's head. These are considered holy sites and so are surrounded by noble tombs and simple burial mounds. Bands of Mithras' clerics patrol this road fortnightly to keep the land hallowed and to deal with incursions by the undead.

Vark is constructed around a citadel of lapis lazuli built atop a sandstone promontory. The citadel belongs to Sultan Shatalli, notable for his stark white hair and beard received after a harrowing encounter with wights. The sultan is a tall, gaunt man with leering eyes and a heroic mustache. As is the tradition, he goes about in bare feet anointed with oil but always atop carpets or the backs of his servants.

The sultan's many wives are smaller and prettier than he and they are also especially good at management, which they do with the "help" of his major domo, Wunani. The sultan is currently on a state visit in [3842] with Wunani. The eldest of the wives is Illiulupita, the smiling sultana with a turban of jewels and a great shining stone of unearthly color. Illiulupita is sacrosanct in Vark, and her power never fails to pique Wunani, the sultan's uncle, who would take his nephew's throne.

Within sight of the citadel are the northern and southern temples, the tower observatory of the astrologers and the columned great hall of the prince where justice is dispensed. The northern temple is dedicated to Taru (their name for Teshub),

the patron deity of Vark. The southern temple is dedicated to Arinniti, the sun goddess and Taru's wife. Smaller temples and shrines are dedicated to other deities in the pantheon.

All of the gods are propitiated by a hereditary priesthood headed by a hereditary high priest, Ishka, who bestows kingship on the ruler of the city-state (but who is loath to upset the current dynasty or their many soldiers). Most of the shrines are small domed buildings of mud brick with a fire altar that is kept burning at all times, and into which the prayers of the people, carved onto clay tablets, are crushed and sprinkled, that the fire may carry the prayers up to heaven. Of particular note is the temple of Kamrushepa, wherein is kept a golden fleece that can heal all wounds and cure all diseases. The fleece is held by the idol of the goddess.

Within Vark, there is a large industry of smiths who specialize in precision tools and engineers capable of constructing all manner of clockwork gadgets and siege engines. The city-state's masons are second to none and few would care to tangle with the multiple layers of walls that defend Vark. Numerous religious hermits dedicated to all of the gods dwell in subterranean cells carved into the bedrock of the city-state, where they meditate and pray for the city-state's salvation.

The city's noisy souk is patrolled by warriors in blue turbans wrapped around pointed helms. They carry large swords perfect for executions and hand chopping and wear long white robes embroidered with blue lotus flowers and tigers. The souk is full of people selling fruit, vegetables and meat, as well as trinkets of silver and copper and pots of tin and brass. Camel pens are kept outside the inner walls of the city and the stables of the beautiful grey horses are kept within. The stables are kept as showplaces and parades of the fine beasts are accompanied by singing, dancing and throwing flowers. Horse racing is the chief entertainment of Vark, along with hunting and archery. Kikkuli is the master horse trainer of the sultan.

The lands around Vark are very fertile and are fed by canals that link the various lakes. In the hills, herdsman keep sheep, goats and horses. Further afield there are lapis lazuli mines and sources of naphtha, which are used to feed the fire throwers behind the carved god-faces on the walls.

5306. Pull the Cord | Monster

A flock of five axe beaks are hunting in this hex. One of them is clawing at the ground. An investigation of the spot reveals a porcelain knob. The knob is connected to a chain. When the chain is pulled (it apparently cannot be removed from the ground), the sun is seemingly extinguished. In fact, the night effect is an illusion that only affects an area 100' in radius. The cord was left by a tricky illusionist as a harmless joke.

Axe Beak, Large Animal: HD 3; AC 14; ATK 2 talons (1d4) and bite (2d6); MV 50; SV 15; AL N; XP 300; Special—None.

5311. Radioactive Crater | Wonder

A crater in this hex was created by a falling star. It is now filled with a faintly luminescent pool of water. Creatures that drink from the pool suffer 1d6 points of Constitution damage. For each point of damage suffered, the creatures must pass a saving throw to avoid the damage being converted to Constitution drain. Imbibers also glow lightly for several days. If all of a victim's initial damage heals, they mutate in a minor, cosmetic way (no special powers, nothing really harmful) afterwards.

5313. Guiding Light | Wonder

There is a small hovel on the grasslands here, woven from the grasses and very ancient though still in good enough shape to keep out the rain and wind (well, a bit). Inside, one finds a black-figure aryballos (a Grecian oil lamp). When this object is filled with oil and lit, the flame takes the form of a tiny, shapely woman who guides people to whatever it is they wish of her, so long as it is within 18 miles (3 hexes).

5324. Five Unholy Warriors | Monster

Five strange warriors in polished black platemail and slinging spiked clubs over their shoulder are on their way to pray before a weird idol of black liquid that spouts and sputters in the day and rises into the form of a giant hag at night. The warriors are anti-paladins. They are mounted on giant ants. The anti-paladins are not permitted to speak. They communicate with one another by tapping on their armor and this communication can apparently be understood by their mounts.

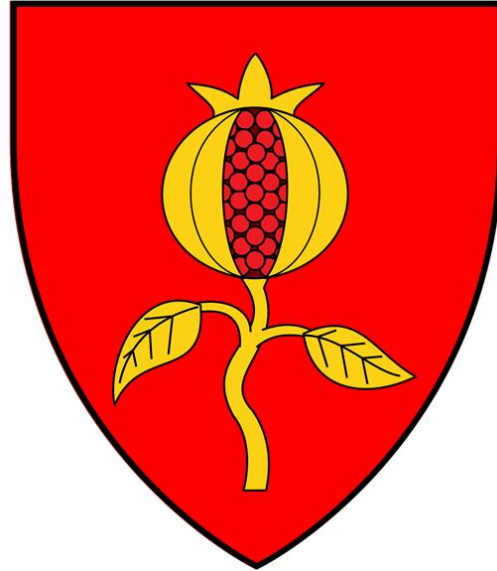
The anti-paladins are women in service to Nergal. They come from his ziggurat to commune with the Lady of the Black Pool, an anti-saint of Nergal installed here as a repository of his dark wisdom. They come to discover the god's will, for he no longer speaks to his priests.

Giant Ant, Medium Vermin: HD 3; AC 17; ATK Bite (1d8), sting (1d4 + 1d4 acid); MV 50 (C20, B10); SV 15; AL N; XP 300; Special—None.

Anti-Paladin: LVL 3; HP 14; AC 17 (chainmail, shield); ATK Khopesh +3 (1d6+1); MV 30; SV 15; AL CE; XP 300; Special—Riding, detect good, cause disease, smite law 3/day, halo, silver spurs, religious badge, lay on hands, rebuke undead; Gear—*Potions of darkness*.

5333. Aric Grimsby | Stronghold

Aric Grimsby is an adventurer from Blackpoort who made it big in the Sturmdrangs, up to and including the slaying of the red dragon that laired in this hex and constructing a stronghold atop the old lair. The monster's bones decorate the entry and its head is prominently displayed in the hall.



Aric is happy to have retired. He now spends his energy and genius on the managing of his freehold. The stronghold houses 30 men-at-arms, 10 knights, and his bard and boon companion Olio. The farmlands around the stronghold are worked by 336 peasants, hard-working Venatians who find that Aric provides a simple road to yeomanry and a modicum of security.

Aric's stronghold and lands are held at some peril, for the Duke of Ostia casts his greedy eyes upon it. A maiden fair that has caught the eye of Olio might prove to be Aric's undoing.

Treasure: 2700 cp, 7100 sp, small sardonyx (1 gp), large sunstone (2,000 gp), small jet (1 gp).

Man-at-Arms, Medium Humanoid: HD 1; AC 16 (scale, shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Knight, Medium Humanoid: HD 1+1; AC 17 (chain, shield); ATK Lance or longsword (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Olio, Human Bard: LVL 6; HP 26; AC 16 (banded); ATK Scimitar +4 (1d6+1); MV 30; SV 15; S15 I15 W13 D9 Cn14 Ch17; AL N; XP 600; Special—Carouse, lore, read languages, climb walls, hear noise, hide in shadows, move silently, open locks, pick pockets, spells per day (5/4/2), music (fascinate, counter music, suggestion), followed by 3 rakes; Gear—None.

Rake, Medium Humanoid: HD 3; AC 13 (leather, buckler); ATK Rapier and dagger (1d6); MV 30; SV 15; AL CN; XP 50; Special—None.

Aric, Human Fighter: LVL 9; HP 47; AC 16 (+1 chainmail, shield); ATK 1+ +2 hand axe +13 (1d6+3); MV 30; SV 13; S18 I9 W7 D7 Cn10 Ch10; AL NG; XP 900; Special—Riding, leadership, dominate; Gear—*Potion of water breathing, ring of animal friendship*.

5335. Ophidian Super Computer | Wonder

An ancient pyramid in this hex built by the ophidians is now little more than a grassy mound among the hard scrabble hills and thorny underbrush. Degenerate lizardmen lurk here, erecting idols of bone and hide atop the mound and at each Midsummer Eve striking a large stone on the top of the mound with a ceremonial hammer. Legend says that this will one day awaken an ancient ophidian demigod to lead the reptilians against the mammals, throw down their kingdoms, slay their gods and reestablish the rule of the scaly folk over all of Nod.

There is a 1 in 20 chance that the stone, when struck by the hammer for maximum damage (2d6), activates an atomic pile and the super computer it powers deep within the hills, a super computer capable of communicating with reptilian minds within 50 hexes and coordinating them as a single unit.

5338. Nunc | Town

DEMOGRAPHICS

Population 3,020 urban, 24,160 rural

Race Human, Dwarf

Religion Mercurius, god of merchants

Alignment Neutral (N)

The people of Nunc are woodcutters and farmers, the woodcutters harvesting the black pines of the foothills and producing all manner of wonderful carvings and the farmers raising crops of rye, barley and winter wheat. Nunc is not a member of the Venatian League.

The Nuncians are pale of complexion, with strawberry blond to flaming red hair and dazzling eyes that light up at the suggestion of battle. The men tend to be short and stout and the women taller and more graceful. They dress in tunics and gowns, braiding their hair and beards and adding tooled leather goods to their costume for festivals and formal occasions. The 66 men and women of the town guard are known by their tall helms and plaid cloaks and the 110 soldiers of Nunc by their long, unkempt hair (an old superstition about entering battle newly shorn – and since one never knows when battle is about to start, they never cut their hair).

The town has two main temples, the greater belonging to Mercurius and the lesser to Rosmerta, a fertility goddess and Mercurius' consort. Both are overseen by the same priesthood and two high priests, Zela the senior druid and Vualda the junior druid. Both serve under the aegis of Queen Huna, a warmaiden who recently took power after her father, King Dolfo, died fighting rampaging trolls.

Nunc's taverns are solemn places, where old traditional songs are sung in deep, sonorous tones to the accompaniment of harps and drums. They serve fine ale and a very potent wine brewed from blackberries, as well as fluffy biscuits, slabs of roast pork and savory pickles.

Vualda, Human Druid: LVL 2; HP 6; AC 15 (leather, buckler); ATK Staff +2 (1d3+2); MV 30; SV 15; S15 I16 W16 D9 Cn7 Ch18; AL N; XP 200; Special—Healing, lore, free movement, identify nature, spells per day (4); Gear—*Ring of protection +2*.

Zela, Human Cleric: LVL 4; HP 14; AC 19 (banded, shield); ATK Quarterstaff +2 (1d6); MV 30; SV 14; S11 I14 W17 D13 Cn12 Ch15; AL CG; XP 400; Special—Conversion, healing, turn undead, spells per day (5/3); Gear—*Scroll of protection from aberrations*.

Queen Huna, Human Fighter: LVL 5; HP 36; AC 19 (platemail, shield); ATK +1 *longsword* +6 (1d8+1); MV 30; SV 15; S12 I7 W8 D9 Cn9 Ch11; AL LN; XP 500; Special—Riding, leadership, dominate; Gear—None.

5343. Old Baldr | Wonder

A mountaintop in this hex has the likeness of a goddess with high, sharp cheekbones and large eyes. A narrow path leads up to the face of the goddess and an old man on a white charger is now climbing this path. He calls himself Baldr and has a long white beard and hair. He wears tattered clothes over a suit of mail and carries a longsword and spear.

Baldr looks tired. He claims to have wandered Nod for decades seeking the face of this goddess. He is now near the end of his quest, but he is not sure he can make it. Baldr is thin as a rail and so slumped over in his saddle that he might easily fall off.

Adventurers might help him up the mountain to the face, which sings the song cosmic in harmonies that resonate in the skull without being heard by the ears. Before the eyes of the goddess, Baldr will be struck from above by a rainbow ray that seemingly disintegrates him, but which actually transports him back to his home dimension of Asgard. In the future, the adventurers may call on a reinvigorated Baldr once so that he may repay their favor (treat as a *miracle* spell).

Baldr, Human Bard: LVL 20; HP 118; AC 20 (+1 *chainmail*, shield); ATK +1 *longsword* +10 (1d8+2); MV 30; SV 12; S15 I17 W17 D17 Cn18 Ch18; AL NG; XP 2000; Special—Carouse, lore, read languages, climb walls, hear noise, hide in shadows, move silently, open locks, pick pockets, spells per day (6/5/5/4/4/4), music (fascinate, counter music, suggestion, break enchantment); Gear—*Potion of poison*, *ring of free action*, *immovable rod*, *figurine of wondrous power (ebony fly)*.

5348. Abbey of the Screaming Void | Stronghold

When adventurers enter this hex, they may hear terrible screams echo through the valley, inhuman screaming, persistent, day and night, which makes the skin crawl. This scream-

ing comes from the Abbey of the Screaming Void, a charcoal grey edifice carved into a high cliff.

Behind that cheerless edifice lies an abbey and temple tended by Jula, a high priestess of nihilism, and her 20 acolytes. Jula and her acolytes are all dwarves, the descendants of the dwarves of Brigrilheim [5045]. These dwarves shave their bodies of all hair and dye their faces and fingertips black. They dress in black armor and robes and would see all the cosmos destroyed, for all have peered into the void and found truth.

The nihilists need sacrifices to feed their living god, a black sphere held in a subterranean vault by natural magnetic fields. These fields give off the screaming sound, which the nihilists no longer seem to notice. Sacrifices are cast into the sphere, but Jula may also strike a deal allowing people a chance to survive if they delve below the chamber of the sphere into ancient ophidian catacombs, there to seek the *Talisman of the Sphere*, which she believes is held by an ophidian mummy behind a series of tricks and traps.

Void Priest, Medium Humanoid: HD 3; AC 15; ATK Mace (1d6); MV 30; SV 15; AL CE; XP 300; Special—Magic (Cleric, 3rd), dwarf traits.

Jula, Dwarf Anti-Cleric: LVL 11; HP 48; AC 20 (plate armor, shield); ATK Footman's mace +8 (1d6+1); MV 30; SV 11; S13 I12 W14 D12 Cn13 Ch8; AL CE; XP 1100; Special—Conversion, healing, rebuke undead, spells per day (7/4/4/3/2/1); Gear—None.

5414. Embassy of Vark | Monster

An ambassador of Vark [5302] is on its way to Heth [5617] with gifts for Queen Hepzibah, whom he would make his wife. The embassy is led by Lord Kami, a cousin of the king, and includes numerous dignitaries and servants, 30 horse archers, 20 light horsemen and six elephants carrying the gifts.

Treasure: 1000 gp, small chrysoberyl (20 gp), two small chalcidies (1 gp), small quartz (1 gp), small serpentine (1 gp), small rock crystal (1 gp), small sapphire (100 gp), small pearl (1 gp), medium turquoise (5 gp), large olivine (100 gp), large garnet (100 gp), small peridot (1 gp), two gold bowls (500 gp), silk cloak embroidered with peacocks (50 gp), copper pin (10 gp), ivory cameo (500 gp), cloth-of-gold bodice (250 gp).

Elephant, Huge Animal: HD 10; AC 15; ATK Slam (2d8), 2 stamps (2d6) or gore (2d10); MV 40; SV 12; AL N; XP 1100; Special—Trample (medium creatures, 2d10).

Horse Archer, Medium Humanoid: HD 1; AC 12 (leather); ATK Scimitar (1d6) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Horseman, Medium Humanoid: HD 1; AC 15 (scale, buckler); ATK Lt. lance (1d8) or horseman's mace (1d4+1); MV 30; SV 16; AL N; XP 50.

Lord Kami, Human Fighter: LVL 6; HP 26; AC 22 (+4 chainmail, shield); ATK Scimitar +6 (1d6+1); MV 30; SV 14; S13 I13 W12 D15 Cn12 Ch12; AL LN; XP 600; Special—Riding, leadership, dominate; Gear—*Potion of clairsentience*.

5420. Lady Ereshki | Stronghold

Lady Ereshki commands an outpost of Heth [5617] in this hex. The outpost is garrisoned by 20 spearmen, 10 archers and 20 horse archers. Ereshki is a gangly woman who is beloved by her soldiers. She tends towards pessimism and this makes her a fine defensive strategist and a careful warrior. Ereshki is advised by a druid named Shuba who keeps a pair of leopards as pets. Adventurers taken by Ereshki are held for a few days and then transported in chains to Heth for questioning.

Treasure: 8700 sp, 2000 gp.

Man-at-Arms, Medium Humanoid: HD 1; AC 16 (scale, shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Leopard, Medium Animal: HD 3; AC 15; ATK 2 claws (1d3 + rend) and bite (1d6); MV 40 (C20); SV 15; AL N; XP 300; Special—None.

Shuba, Human Druid: LVL 5; HP 11; AC 16 (+2 leather, shield); ATK 1 weapon +3; MV 30; SV 14; S11 I8 W17 D9 Cn8 Ch15; AL N; XP 500; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, spells per day (5/3/1).

Ereshki, Human Fighter: LVL 12; HP 45; AC 21 (plate armor, shield); ATK 1+ +2 horseman's pick +12 (1d6+3); MV 30; SV 11; S10 I10 W11 D15 Cn10 Ch13; AL N; XP 1200; Special—Riding, leadership, dominate; Gear— Small sapphire (100 gp) worn on a simple chain, always hidden under her clothes, crimson silk cloak (50 gp), *potion of stonesskin*, *ring of jumping*, *bag of holding I*.

Pegasus Mount, Large Monster: HD 2+2; AC 14; ATK 2 kicks (1d6), bite (1d3); MV 60 (F120); SV 16; AL CG; XP 200; Special—Detect good and detect evil (60 ft. radius).

5423. Iggy and the Candy Beans | Wonder

A mole man is dragging a large copper cauldron along the ground here, apparently heading for his burrow in the foothills of the Sturmdrangs. The mole man, Iggy, is returning from his first year as an adventurer with a great treasure – the cauldron is a magic item that is always filled with candy beans!

According to Iggy, he found it in a strange candy kingdom hidden deep beneath the ground where candy-floss men serve a terrible queen of treacle.

Iggy is dressed in a grey tunic with a bandolier of tools and knives and a belt of pouches around his chubby waist. He is apparently friendly, but is not to be trusted.

Iggy, Mole Man Thief: LVL 2; HP 12; AC 13 (leather); ATK Hand axe +1 (1d6); MV 30; SV 16; S11 I11 W12 D13 Cn14 Ch14; AL N; XP 200;

Special—Mole man traits, climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +1d6; Gear—None.

5428. Calec | Village

The people of Calec were once calmed by the presence of their lord's castle, but his disappearance coupled with the strange lights that appear nightly in the castle and the wave of crime that has swept the village has made them fear it. People are packing their belongings and preparing to move on, despite the village boasting fertile fields and large herds of sheep.

The castle has been overrun by goblins that came up from a recently opened crack in the castle's dungeons. The dungeons now serve as their headquarters for robbing the villagers. There are sixteen goblins in the castle now, but if hard-pressed they can call on another 200 from the underworld.

Goblin, Small Humanoid: HD 1-1; AC 13; ATK Sword (1d6); MV 20; SV 16; AL CE; XP 50; Special—None.

5441. Fingal | Village

Fingal is a village (pop. 90) of woodsmen situated at the mouth of a deep gorge that holds a dense forest of pines. The woodsmen hold a conference each spring with the local fey to decide which trees they may cut. These trees are marked with white ribbons on their boughs. The woodsmen are very careful about what they cut, but a trio of svarts that entered the gorge from the underworld has moved some ribbons so that they might start a war between the woodsmen and the fey.

Treasure: 3300 cp, 2600 sp.

Svart, Small Humanoid: HD ½; AC 14 (leather, buckler); ATK Short sword (1d6) or sling (1d4); MV 20; SV 17; AL CE; XP 50; Special—*Phantasmal force* 1/day.

5444. Portho | Village

Portho (pop. 450) is a small Venatian village who fled from the lowlands during to the Nomoi conquest. The Venatians discovered an ancient guard tower that led them to an underground lake and subterranean cliff dwellings that were now abandoned. They made the place their home, pulling large, slimy fish from the lake and doing limited farming and hunting in the mountain valleys. They have also discovered iron ore in mines deeper in the earth and have started to work the mines. Among the villagers is a chandler whose candle-making skills have proven invaluable for the now subterranean Venatians.

The miners are very near to discovering an ancient vault door of adamantine. If they manage to open it, they will unleash seven hungry ghouls on their people and a plague that may reach far beyond Portho.

5513. Ziggurat of the Ooze People | Dungeon

A ziggurat of jellied metal rises from the savannah here when magic-users and sorcerers approach the place. Constructs can sink their fingers into the jelly and commune with the ziggurat, learning the history of the ooze people that dwelled here in primordial times and their queen who waged war against the ophidians, tamed the grasslands of purple serpent-grass and charted the ancient stars. The ziggurat is the queen's tomb. It is guarded by jelly-mummies and ooze-wights.

Treasure: 2300 sp, 1000 gp, *potion of fire resistance*.

Jelly Mummy, Medium Undead: HD 5+1; AC 17; ATK Slam (2d4 + 1d4 acid + mummy rot); MV 10 (C10); SV 14; AL CE; XP 500; Special—Vulnerable to fire, resistance to electricity, sight stuns with fear, engulf people with grapple attack for 1d4 acid damage per round.

Ooze Wight, Medium Undead: HD 4; AC 15; ATK Slam (1d6 + 1d6 acid + 1 level energy drain); MV 20; SV 15; AL CE; XP 1200; Special—Spawn, immune to cold and fire, resistance to weapons, surprise (1-4 on 1d6); SP—*Psychic crush* 3/day.

5531. Hunting Hawks | Monster

Three arrowhawks circle in the sky, seeking prey for their masters, a band of five young storm giants on a hunting holiday to celebrate the forthcoming wedding of their prince, Dano, to the lovely giantess Fruda. The giants are in their cups, and therefore may be ornery.

Arrowhawk, Medium Monster: HD 7; AC 20; ATK Bite (1d8) or lightning bolt (50 ft./2d6); MV 10 (F120); SV 13; AL N; XP 700; Special—Immune to electricity and poison.

Storm Giant, Huge Giant: HD 15; AC 16; ATK Slam (1d12) or weapon (3d12) or boulder (900 ft./4d6; MV 40 (S40); SV 9; AL CG; XP 1500; Special—Immunity (electricity), control weather.

5601. Temple of the Snake | Dungeon

A hollow in the hills here is choked with rank undergrowth and shaded by tall tulip trees. Within the hollow there is a temple of moss-covered tan stone that appears to be very ancient. The stone is cracked and weathered and in some spots appears to be held together by nothing but the vines. The hollow and the temple are both rife with vipers; there are 1d6 of the creatures per 10-ft square area.

Inside the temple there are steps that lead down to an inner sanctum. In this inner sanctum, atop a circular altar, there is a blue flame that leaps and sputters, but which never goes out. The flame is fed by a subterranean gas which is pumped into the temple by the action of five ophidian mummies that turn a giant wheel in the cellar. The mummies have trudged in a circle for centuries to maintain the eternal flame.

Inside the eternal flame is the *iron gauntlet of negation*, the touch of which infuses weapons with anti-magic, allowing them to damage creatures only harmed by silver and magic and to ignore the AC bonuses of magic armor. Besides being engulfed in the flame, the gauntlet is guarded by a giant legendary viper called Shahmaran.

Treasure: 3600 cp, 1100 sp.

Viper, Tiny Animal: HD 1; AC 17; ATK Bite (1 + Poison IV); MV 20 (C20, S20); SV 16; AL N; XP 500; Special—Surprise (1-5 on 1d6).

Shahmaran, Large Monster: HD 7 (42 hp) (regenerate); AC 19 [+1]; ATK Bite (6 + Poison IV); MV 40 (C40, S40); SV 14; AL NE; XP 3000; Special—MR 50%, SP—3/day—*dispel magic, haste, detect invisibility*.

5617. Heth | City-State

DEMOGRAPHICS

Population 1,260 urban, 10,060 rural (90 percent of the population is now either dead or running away)

Race Human

Religion Utu, sun god

Alignment Neutral (N)

AUTHORITY

Temporal Queen Hepzibah (N)

Spiritual Ninhurs, High Priestess of Utu (CG)

Human Cleric: LVL 7; HP 15; AC 21 (plate armor, shield); ATK Footman's mace +4 (1d6); MV 30; SV 13; S10 I11 W11 D13 Cn8 Ch5; AL CG; XP 700; Special—Conversion, healing, turn undead, spells per day (5/3/2/1); Gear—None.

DESCRIPTION

Theme City in crisis

Wilderness Kisthenes

Accent Middle Eastern

Vistas A great wall of beige stone sundered in the middle by something enormous, a path of destruction from the ziggurat to the wall, ruined houses, fallen accoutrements without bodies in them, oozes nearly everywhere

Names Alamesh, Amkuzur, Azum, Dukuru, Egamer, Eshkil, Garanna, Gezara, Gilgezu, Ilit, Myla, Nanga, Nanna, Nidur, Ninki, Ninli, Nisab, Puaba, Saba, Sangalu, Shursil, Siduk, Sini, Tatta, Urilim

Money Mana (gp), Shekel (sp), Utu (cp)

Heth was an exceedingly wealthy city-state connected to the River Pishon by an extensive network of canals. Fine palaces line the largest canal, surrounded by temples and connected to the great ziggurat of Utu, E'-Babbar, by a broad avenue paved in golden marble and lined with palm trees and ivory statues

of guardian shedu. On the other side of the canal are the mansions of the nobility and priests and beyond them the homes of the common people.

Heth was one of the first city-states to begin the ritual to create a super beast to counter Tiamat and the experiment did not go well. In a deep pit in front of the ziggurat of Utu, a super beast grew to the horrible chants and sacrifices of the cult of Shaidim the Destroyer, whose prophet, Dagilga, had seized much power over the royal family and people of Heth.

Instead of the divine deliverance that was expected, something horrible emerged from the pit, a giant ooze-thing that lay waste to everything in its path, including a portion of the city wall, as it headed directly towards Ishkabibel. Not far outside of the city the creature fell apart, devolving into hundreds of oozes and walking slimes which promptly turned against Heth.

Queen Hepzibah, her royal household and Queen Heptu, exiled from Obb, are now hiding in the ziggurat of Utu begging for the sun god's assistance in this crisis. Utu's ziggurat contains a miniature cosmos of spinning suns and piercing, golden light. Islands float in this quasi-astral plane, some of them large enough to hold fortresses of Lawful fire creatures and dungeons where beings of shadow are tormented by the flaming eyes of Utu. Atop the ziggurat, accessible from a tower connected to the temple, is the great lens of Heth, which can direct a beam of fire against Heth's enemy.

The oozes have killed much of the population, turning many into walking slimes. Many people have fled, with a large wave of refugees headed along the river to Uphaz. The Iron Throne of Heth is now occupied by a walking slime. It does not hold the queen's iron scepter and thus cannot access the divine powers of kingship. Queen Hepzibah's crown is a silver band topped by a gold band topped by a platinum band. The silver band is set with sapphire chips, the gold band with ruby chips and the platinum band with emerald chips. The bands are surmounted by a conical turban of black velvet set with diamonds chips, with a single large diamond on the very top.

Gray Ooze, Medium Ooze: HD 3; AC 12; ATK Slam (1d8 + 1d8 acid); MV 10; SV 15; AL N; XP 900; Special—Dissolves metal and organics.

Walking Slime, Medium Aberration: HD 2; AC 11; ATK Slam (1d6 + turn to slime); MV 20; SV 16; AL CE; XP 600; Special—Immune to acid and electricity, engulf and transform to slime on natural 20.

5618. Crystal Ball | Monster

Three estemmenosuchuses are feeding on plants on the banks of the river in this hex. One of them has uncovered a crystal ball in the muck. This ball allows an alien intelligence to spy on the world.

Estemmenosuchus, Large Animal: HD 8; AC 13; ATK Bite (2d6 + bleed); MV 30; SV 13; AL N; XP 800; Special—Save vs. bite or fatigued from blood loss until wounds bound.

5622. Wranglers | Monster

Three gnolls have been following a small herd of seven camelopardals for days. The animals are now tired and vulnerable, but the gnolls are in such an ill temper for all the work they have had to do in tracking the beasts that they are arguing rather than wrangling.

Camelopardis, Large Animal: HD 4; AC 12; ATK Butt (2d4) or bite (1d8); MV 40; SV 15; AL N; XP 200; Special—None.

5625. Elves vs. Hippogriffs | Monster

A herd of thirteen hippogriffs has alighted here on a plateau of wild grasses to rest. They have fled the mountains pursued by a band of mountain elf braves who must each capture a hippogriff to earn their armor and become adults in the tribe. The mountain elves are about one day behind and they number six in all. The best among them is Yoder, a barbaric youth with a frosty mane of white hair and narrow crimson eyes. All are in leather armor and carry silver scimitars and lassos.

Hippogriff, Large Monster: HD 3; AC 15; ATK 2 kicks (1d4) and bite (1d8); MV 50 (F90); SV 15; AL N; XP 300; Special—None.

Mountain Elf, Medium Humanoid: HD 1+1; AC 13; ATK Longbow (1d8) or longsword (1d8); MV 30; SV 16; AL CG; XP 100; Special—MR 90% to sleep and charm, surprise (3 in 6), immune to ghoulish paralysis.

Yoder, Elf Barbarian: LVL 1; HP 11; AC 15 (leather, buckler); ATK Battleaxe +3 (1d8+2); MV 40; SV 16; S16 I14 W11 D17 Cn15 Ch6; AL N; XP 100; Special—Elven traits, climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 1/day, surprised (1 in 6), no bonus for flanking or back attack; Gear—None.

5629. Slimy Pool | Type

A fresh spring pours from the slope of a blighted hill. The water is cool and fresh, but it is infested with green slime which oozes from the hillside and covers the bottom of the pool in which the water gathers. A bit of sparkle beneath the water is a *helm of ESP* that was lost when the owner fell into the pool and was eaten alive.

5638. Red Dragon Love | Monster

The red dragoness Vyda keeps a lair here, one of many. The lair is located in the smoking caldera of an old volcano that sometimes rumbles but is far from its days of erupting. A cave in the basalt rim leads down to an uncomfortably hot series of volcanic caves, some of them with dead-drops into acidic lakes. She is now sunning herself in the rim above her lair and watching the perambulations of Gygo, a male dragon who is

courting her with presents (gold and prey) stolen from the surrounding settlements. She is biding her time with Gygo, who is in a terrible temper waiting her acquiescence to his overtures. I would sure hate to be a band of adventurers who moved through the hex while Gygo was looking to impress her.

Treasure: 3700 cp, 5500 sp, medium jet (5 gp), medium diamond (500 gp), small serpentine (1 gp), small aventurine (1 gp), small carnelian (1 gp), small chrysoprase (1 gp), small fire opal (1 gp), large hematite (100 gp).

Gygo, Adult Red Dragon, Medium Dragon: HD 10 (30 hp); AC 18; ATK 2 claws (1d6) and bite (1d8); MV 40 (F150); SV 12; AL CE; XP 3000; Special—Immune to sleep, resistance to fire, breath fire (80' cone).

Vyda, Old Red Dragon, Large Dragon: HD 10 (40 hp); AC 18; ATK 2 claws (1d6+1) and bite (1d8+1); MV 40 (F150); SV 12; AL CE; XP 3000; Special—Immune to sleep, resistance to fire, breath fire (90' cone), 5th level magic-user.

5645. Frozen Perytons | Wonder

Eight perytons dwell in a high cave in this hex, each of them frozen in time by a strange crystal that was thrown into the cave by a passing wizard. The crystal shows all the colors of the rainbow, one after the other, while sending out pulses that stop time in a 60' radius. If the crystal is dispelled or otherwise stopped, it cannot be restarted save by permanently sacrificing a 7th level spell-slot to it.

Treasure: 3600 sp, 1000 gp.

Peryton, Medium Monster: HD 4; AC 13 [+1]; ATK Antlers (2d8); MV 20 (F90); SV 15; AL NE; XP 1200; Special—Cast human shadow.

5704. Balshimma | Monster

Four spotted lions are pulling the chariot of the demi-god Balshimma, son of the plague god Erra, across the grasslands. The young villain is in search of adventure and has heard that trouble is brewing in Ishkabibel. He has most recently cut his teeth fighting elements of the Mongrel Horde of the steppe and now thinks he's ready to slay Tiamat. He may be mistaken.

Spotted Lion, Large Animal: HD 6+1; AC 16; ATK 2 claws (1d4 + rend), bite (1d12); MV 30; SV 14; AL N; XP 600; Special—None.

Balshimma, Human Demigod (Destruction): LVL 3; HP 17; AC 15 (leather, shield); ATK Battleaxe +7 (1d8+4); MV 30; SV 15; S19 I10 W13 D13 Cn10 Ch10; AL CN; XP 300; Special—Smite 1/day (+1d6 damage), *restoration* (1 use), divine assistance, MR 3%; Gear—None.

5710. Umash | Village

Umash (pop. 120) is a village that rings a conical hill of pearly white stone, ringed with scarlet hedges and dotted with adobe houses with blue tile roofs. The villagers are mostly hunters,

being expert with the composite bow and they raise small gardens of vegetables and fruit to supplement their game diet. They trade weird little glass globes of swirling colors that they find while digging in their gardens and their local alchemist, Anatter the Unlucky, a former apprentice of Madashma [5909] who settled here after his desire for a relationship with Madashma's "daughter" ended in failure. The villagers are on good relations with Madashma and have been known to send one of Anatter's sky rockets up to attract the wizard's attention when there was trouble.

The villagers are aware of Abuh's dungeon [5712] and are happy to sell "secret" maps to the place as well as all the supplies folk might need to delve there.

5712. Abuh's Dungeon | Dungeon

A small cave hidden by tall grass leads into a long hall lined with marble pillars, each pillar enchanted with a *magic mouth* that sing in a bellowing chorus when people enter. This attracts the attention of an old minotaur, Abuh, who lounges at the end of the hall on a pile of crimson pillows drinking wine and thinking of better times when he was young and fit.

Abuh does not care for fighting much these days, though he will not back down from a threat or challenge. He sits before large bronze doors that give entrance to a small dungeon.

Treasure: 3100 sp, *potion of water breathing*.

Minotaur, Large Monster: HD 6; AC 14; ATK Axe (2d6), gore (1d6) and bite (1d6); MV 30; SV 14; AL CE; XP 600; Special—Surprise (3 in 6), immune to mazes, charge for +2d6 damage.

5714. Lady Indum | Stronghold

Lady Indum commands the northern outpost of Heth in a small fortress constructed on the same pattern as that of Lady Ereshki in the south [5420]. Indum commands 20 spearmen, 10 archers and 10 light horsemen with the assistance of Aluthros, a temperamental dwarven cleric of Ninurta. He and Indum are highly competitive, often competing with their soldiers in contests of strength and endurance.

Treasure: 9300 cp, 6300 sp, 1000 gp, *staff of defense*.

Man-at-Arms, Medium Humanoid: HD 1; AC 16 (scale, shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Aluthros, Dwarf Cleric: LVL 3; HP 18; AC 17 (chainmail, shield); ATK Warhammer +1 (1d4); MV 30; SV 15; S7 I12 W17 D11 Cn13 Ch6; AL LG; XP 300; Special—Dwarf traits, conversion, healing, turn undead, spells per day (3/1); Gear—None.

Indum, Human Fighter: LVL 10; HP 48; AC 19 (+1 chainmail of fire resistance, shield); ATK 1+ longsword +10 (1d8+1); MV 30; SV 12; S14

I4 W8 D14 Cn11 Ch9; AL N; XP 1000; Special—Riding, leadership, dominate; Gear—Electrum ring (250 gp).

5736. Horkheim | Village

Horkheim is a village of dwarves, grey-skinned and silver-haired folk who have lived here since before the dwarves of the west lost their kingdom. Their stories say they are the sons of Jorik, a dwarven wizard who angered the dwarf king with his predictions of catastrophe (which nearly came true). The village has an urban population of 90 and a rural population of 720 miners and herdsman. At the center of the village is a tall tower which the dwarves use as an astral observatory.

Dwarf, Small Humanoid: HD 1; AC 15 (leather, buckler); ATK 1 war hammer (1d4+1); MV 20; SV 16 (13 vs. magic and poison); AL LG; XP 50; Special—Dwarf traits.

Jarvo, Dwarf Paladin: LVL 6; HP 36; AC 23 (plate armor, shield); ATK *Rod of flailing* +10 (1d6+5) or +1 *pistol* +9 (1d10); MV 30; SV 13; S16 I12 W10 D18 Cn16 Ch17; AL LG; XP 600; Special—Dwarf traits, riding, detect evil, immune to disease, smite chaos 3/day, halo, silver spurs, religious badge, coat of arms, lay on hands, cure disease 1/week, turn undead, riding boar, cleric spells (2); Gear—*Potion of locate object*, *ring of climbing*, *rod of flailing*.

Note: Jarvo's magic pistol is carved to look like a dragon, with the bullets leaving the dragon's mouth in a burst of flame.

5744. Bat-Elves | Monster

An old an elven castle sits upon a high moor in a valley of mountain plum trees, grey and ugly, but not uninhabited. The castle now hosts a colony of 40 giant bats, fox-eared specimens with charcoal fur and crimson underbellies. The bats are allied with a tribe of bat-eared elves with sooty skin and blue hair and tiny yellow crystals in their foreheads from which they can send out mind-reading and stunning rays. The elves are mutants, and shunned by their kin, so they shun all life in return save the giant bats. They hunt in the woodlands for prey and sacrifices to their god, a flail snail that dwells in the dungeons. The snail is attended by a coterie of priests wear robes of strung beads and carrying three-headed flails. The priests tell the future by the slime trails left by their god.

Treasure: 1000 cp, 2700 sp, 1000 gp.

Bat Elf, Medium Monster: HD 1+1; AC 13; ATK Silver sword (1d8); MV 30; SV 16; AL CN; XP 100; Special—MR 90% to sleep and charm, surprise (3 in 6), immune to ghoul paralysis, *ESP* ray, *stun* ray 3/day.

Giant Bat, Medium Animal: HD 4; AC 13; ATK Bite (1d8); MV 10 (F40); SV 15; AL N; XP 400; Special—Blindsight 60', vulnerable to sonic.

Flail Snail, Large Monster: HD 4; AC 18; ATK 4 slams (1d8); MV 10 (C10); SV 15; AL N; XP 400; Special—Immune to fire and poison, reflect magical rays.

5805. Ziggurat of Teshub | Stronghold

The ziggurat of Teshub rises from the grasslands like a thundercloud, black, imposing and crackling with electricity when the storm priests perform their ritual chants. The temple atop the ziggurat contains an idol of Teshub mounted on a bull, lightning bolts in his hands. The idol is carved from marble and made to look alive, with inlaid ivory for his flesh and the lightning bolts plated with electrum.

The high priestess of Teshub, Nidab, and the priests and priestesses that serve under her dwell in a complex of adobe buildings near the ziggurat. These are in turn surrounded by smaller huts in which dwell the lay servants of the priests. This village (pop. 90) includes scribes, farmers and herdsmen, as well as 10 men-at-arms in blue scale armor with flowing red capes, shields, stout spears and composite bows.

Treasure: 3100 cp, 1600 sp, 4000 gp, +1 *short sword*.

Priest, Medium Humanoid: HD 3; AC 12; ATK Hand axe (1d6); MV 30; SV 15; AL CG; XP 300; Special—Magic (Druid, 3rd).

Nidab, Human Cleric: LVL 10; HP 33; AC 19 (plate armor, shield); ATK Footman's mace +8 (1d6+2); MV 30; SV 12; S16 I6 W15 D7 Cn11 Ch5; AL CG; XP 1000; Special—Conversion, healing, turn undead, spells per day (6/4/3/3/2); Gear—*Potion of levitation, rod of alertness*.

5808. Cold Cash | Wonder

There is a 1 in 6 chance while traversing this hex that one adventurer (the one with the lowest Dexterity score) trips over the corner of a treasure chest that is sticking up from the ground. Should the chest be excavated (this takes 20 minutes of work with a shovel, an hour without), it is found to hold 500 silver coins. Each coin is marked with a skull on one side and a strange sigil on the other. The money is ice cold to the touch, no matter what one does to it (though lava and magma melt them, releasing a cloud of Poison III). After holding on to a coin for a week, the skull changes its appearance to that of the face of the person who has been holding the coin.

5819. Alech | Village

Alech is a small village (pop. 50 urban, 400 rural) set amid a thick grove of peach trees, rare for the region. The villagers tend the trees and leave offerings to the nymphs they believe dwell in them and use the peaches to brew an intoxicating nectar that they trade with their mother city, Heth [5617], for manufactured goods. The Alechites also work farms outside the bounds of the grove, growing mostly grain.

5824. Wolves on a Mission | Monster

Three werewolves and their twelve berserker followers are making their way into the mountains to capture one of the

sacred lambs of Tarshish and make an offering of it to Tiamat in the expectation of her arrival on Nod. The lead werewolf, Zasha, is a dashing woman in crimson breeches and high boots, a flowing grey tunic with golden tassels and a tall yellow turban. She carries a +1 *hand axe*. Her associates, the brothers Ulf and Yur, are dressed as common nomads.

Berserker, Medium Humanoid: HD 1+1; AC 12 (shield); ATK Scimitar (1d6); MV 40; SV 16; AL CE; XP 100; Special—Immune to fear.

Werewolf, Medium Monster: HD 4; AC 15 [silver]; ATK 2 claws (1d4) and bite (1d6); MV 40; SV 15; AL CE; XP 400; Special—Curse.

5826. Tarshish | City-State

DEMOGRAPHICS

Population 14,320 urban, 114,560 rural

Race Human

Religion Karhuna the stag god

Alignment Neutral (N)

AUTHORITY

Temporal/Spiritual Argantoni, Priest-King (N)

Human Druid: LVL 6; HP 19; AC 15 (leather, shield); ATK Scimitar +4 (1d6+1); MV 30; SV 13; S14 I15 W15 D13 Cn8 Ch17; AL N; XP 600; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (5/2/2); Gear—None.

DESCRIPTION

Theme City of riches

Wilderness Sturmdrangs

Accent Middle Eastern

Vistas Tall white houses with flat roofs that sparkle in the mountain light, thick walls patrolled by warriors in green capes, busy people dedicated to their work, evening time finding people gathered on their roofs with friend and families dining and drinking sweet wine

Names Agarr, Barrog, Chael, Dar, Euron, Gobar, Gwaz, Heden, Jamma, Kella, Lithin, Mabeth, Saebbe, Zabin, Zalm, Zinna

Money Mana (gp), Shekel (sp), Utu (cp)

Tarshish is constructed in the cleft of a tall mountain behind a massive stone fortress. The city is quite beautiful. It is noted for its cedars, junipers and mountain lilies. Just beyond the city wall are numerous plazas with fountains and bazaars ringed by tall houses. Beyond these plazas is the high city (actually only a bit higher up than the low city), with its citadel, a grand temple to Karhuna the stag god and patron deity of Tarshish), smaller temples to the other gods of Kisthenes, the mansions of merchant princes, banks and the government buildings.

The Tarshishi are known for being stocky. They have golden complexions and flaming red hair which people claim they got from admixture with the storm giants of the mountains. Anyone with a whit of sense, of course, knows that humans and storm giants having children is not very likely, but the stormy personalities of the Tarshishi tend to reinforce the impression.

Many of the people of Tarshish work as miners, pulling silver, gold, lead, tin and iron out of the hills, as well as beryls, aquamarines and topaz. Others are farmers and herdsmen (the Tarshishi have a great fondness for goat meat; they hunt mountain goats in the summer months) and lumberjacks, felling cedars and sending them down the river to the city-states beyond on barges or in their merchant fleet of galleys, which ply the River Pishon as far as Bethulia.

Tarshish is ruled by King Argantoni, who also serves as the high priest of Karhuna. He is always to be found wearing a bejeweled +3 *breastplate* and a silver scepter. His crown is a gold helm engraved with swirls and set with a cabochon gem depicting the face of Karhuna. Argantoni rules from a palace with reflecting pools and gardens that fronts his citadel. The gardens are full of fruit trees and feature peacocks and apes imported from Mu-Pan.

Tarshish has an army of 510 warriors. You can randomly generate units with the following table:

D%	Unit
01-05	War Chariot <i>Driver (scale mail, shield) and archer (scale mail, composite bow, spear)</i>
06-25	Militia (AC 10) <i>Spear, hand axe</i>
26-40	Skirmishers (AC 14) <i>Leather armor, shield, short sword, 3 javelins</i>
41-55	Light Footman (AC 14) <i>Leather armor, shield, spear, short sword</i>
56-65	Swordsmen (AC 14) <i>Scale mail, shield, khopesh</i>
66-75	Medium Footman (AC 16) <i>Scale mail, shield, spear, short sword</i>
76-80	Heavy Footman (AC 17) <i>Breastplate, shield, short sword</i>
81-85	Heavy Archer (AC 14) <i>Scale mail, composite bow, dagger</i>
86-00	Light Archer (AC 10) <i>Composite bow, dagger</i>

5832. Lando's In Trouble | Monster

A gang of four rock giants are harassing a wandering minstrel, Lando, for tossing pebbles into the river. To them, this is tan-

amount to throwing babies in a river, so they are giving him a hard time. Truth be told, they're just out looking for trouble.

Rock Giant, Large Monster: HD 10; AC 20; ATK Slam (3d8) or boulder (5d6); MV 30; SV 12; AL N; XP 1000; Special—Walk through stone.

Lando, Human Bard: LVL 5; HP 22; AC 16 (banded); ATK Scimitar +3 (1d6+1); MV 30; SV 15; S14 I13 W11 D11 Cn15 Ch16; AL N; XP 500; Special—Carouse, lore, read languages, climb walls, hear noise, hide in shadows, move silently, open locks, pick pockets, spells per day (5/3), music (fascinate, counter music); Gear—None.

5838. Palace of the Storm Giants | Monster

This hex holds the palace of Ambigrus, a mighty storm giant and the ambitious brother of Summan [J10, 5201], chief of the storm giants of the Sturmdrangs. His servants are the mountain elves, wild folk related to the elves of Nomoi.

The hex holds a massive peak more than 15,000' tall surrounded by several smaller peaks. A pass leads up the slopes of the tallest peak to Brygg, the citadel of the King Kourno. From Brygg, one can continue on a path to Ambigrus' palace.

Brygg is a citadel of massive grey boulders set amid a woodland of pine and juniper. Atop the citadel are gardens, sporting fields, temples, houses and the palace of King Kourno and Queen Thama, whose eyes have been replaced by tiger's eye gems that allow her to peer into a person's soul.

The mountain elves are rambunctious, warlike folk who delight in physical contests more than mental and who spend much of their time wrangling and riding their hippogriff mounts. Over 300 elves dwell in the citadel in family apartments that are simply and comfortably decorated with wooden furniture, animal pelts and many objects of art stolen or traded from the dwarves. The elves are used by Ambigrus to keep track on the events in wider world, especially on his older brother, Summan, whom he wishes fervently to replace.

The storm giant palace is situated at an elevation of 14,500' within in a freezing lake. The lake and the palace are always shrouded in clouds unless Ambigrus wishes to see the sun. Having as a child witnessed the slaying of a great titan by a sunbeam of Ashur, ruler of the Kabir, he is not overly fond of the sun. The citadel looks as though it were carved from sapphire and it contains many chambers above and below water for Ambigrus, his wife Boada, his daughters Diana and Mina and his sons, Aepon, Dano and Brane.

Treasure: 1300 cp, 8900 sp, 5000 gp, *Maul of the titans*.

Mountain Elf, Medium Humanoid: HD 1+1; AC 13; ATK Longbow (1d8) or longsword (1d8); MV 30; SV 16; AL CG; XP 100; Special—MR 90% to sleep and charm, surprise (3 in 6), immune to ghoul paralysis.

Storm Giant, Huge Giant: HD 15; AC 16; ATK Slam (1d12) or weapon (3d12) or boulder (900 ft./4d6; MV 40 (S40); SV 9; AL CG; XP 1500; Special—Immunity (electricity), control weather.

5845. Sweth | Village

Sweth is a small village of mountain folk who work as hunters, with a small amount of goat herding and limited farming. Of Venatian stock, they avoid outsiders, but are nice enough to take in the lost and sick. The house the sick in caves near the village and do not permit them to leave. When people are well again, they are blindfolded and led into the foothills.

5902. Vampire Hunters | Monster

A gang of four dhampir is coming back from a foray in Haimos to the north in which they were badly beaten. The dhampir are relaxing in a small roadhouse of cut stone with a flat roof. The inn has 6 rooms for patrons as well as a single large room in which short beer in pottery mugs and platters of roasted goat and lamb are served all day and where patrons with naught but a copper to spend sleep at night. The inn is run by a burly, grim countenanced man called Abus who wears his curly beard long, but has not a single hair on his great bronzed head.

The dhampir are sharing a booth and a room and they are plotting their revenge against the vampires of Haimos. While on their quest, they uncovered information which they interpret as to mean a new coven of vampires has made a home in Ishkabibel and they may try to uncover these vampires before heading north and tangling with Lord Nota again.

Dhampir, Medium Humanoid: HD 2+1; AC 16 (chainmail, buckler); ATK Longsword (1d8); MV 30; SV 16; AL N; XP 200; Special—Vampires cannot regenerate damage from dhampir and dhampir can kill them by taking them to 0 hp, escape bonds.

5909. Madashma the Star Mage | Stronghold

The waters of the River Pishon lap against the weathered grey stones of the tower of the Astrologomage Madashma, a strange old fellow who has lived in this tower for 80 years and is now of the ripe old age of 120. An adventurer for most of his life, he settled here not to perform strange experiments or other wizardly pursuits, but to retire and enjoy his wealth. He is a generous old soul who can often be found on his front porch, rocking in a chair, fanning himself and talking to his flowers and dogs (he has 15 dogs of various breeds).

Inside the tower there is a circular stair that winds up the interior of the tower to a small room at the top where he keeps his books, money, magic items and a host of personal items collected over his life. A mummified alligator holds a *bag of holding* which contains his treasure (see below). He has a long, crooked sort of telescope that he uses to gaze at the stars; not to observe them, but just to appreciate them.

Madashma's only companion is a female gold dragon he raised from a wyrmling and who often masquerades as one of the dogs (a basset hound) or as his daughter Nashul.

Treasure: 7000 sp, 5700 gp, +2 *musket* and +1 *hand crossbow* (both highly ornamented and taken from a high level hunter from Antigoon), *druid's vestment*.

Nashul, Young Gold Dragon, Medium Dragon: HD 11 (22 hp); AC 19; ATK 2 claws (1d6-1) and bite (1d8-1); MV 60 (F200, S60); SV 11; AL LG; XP 3300; Special—Immune to sleep, resistance to fire, breath fire (60' cone) or gas (80' cone as *ray of enfeeblement*), 11th level mage.

Madashma, Human Magic-User: LVL 11; HP 20; AC 9; ATK Dagger +4 (1d4); MV 30; SV 11; S9 I18 W14 D6 Cn9 Ch10; AL N; XP 1100; Special—Alchemy, lore, spells per day (6/5/5/3/2/1), create scrolls, arcane knowledge (glue, distillation, algebra and geometry, alchemist's fire, soda water); Gear—*Staff of illumination*, *ring of electricity resistance*, *ring of animal friendship*.

Spellbook: 1—*Change Self*, *Dancing Lights*, *Endure Elements*, *Feather Fall*, *Mage Hand*, *Phantasmal Force*, *Read Magic*, *Touch of Fatigue*; 2—*Command Undead*, *Gust of Wind*, *Know Alignment*, *Pyrotechnics*, *Touch of Idiocy*; 3—*Flame Arrow*, *Mental Barrier*, *Sepia Snake Sigil*, *Wind Wall*; 4—*Enervation*, *Hallucinatory Terrain*, *Solid Fog*; 5—*Bedlam*, *Mind Fog*, *Summon Monster V*; 6—*Mass Suggestion*.

5917. Going Down | Dungeon

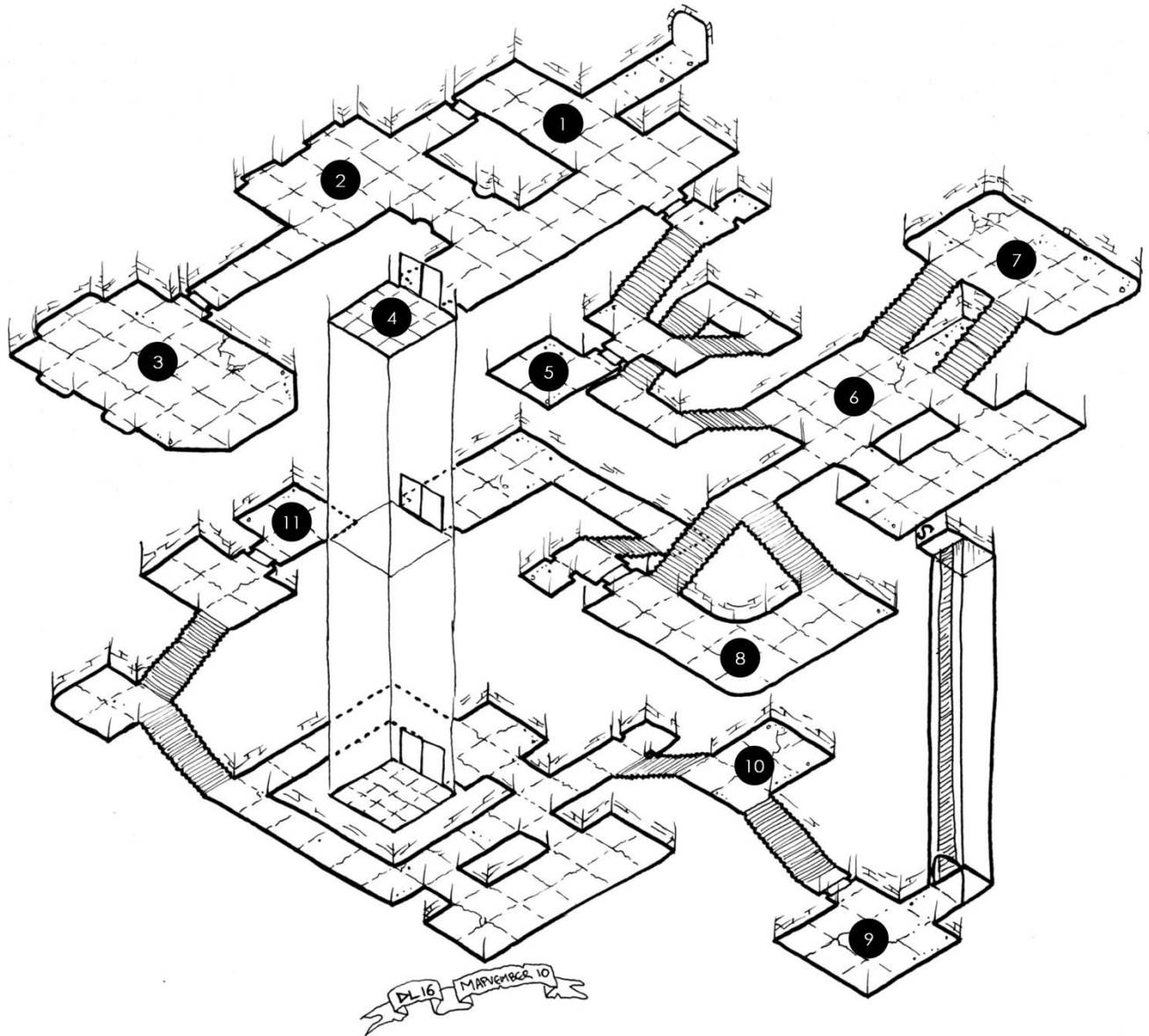
This hex holds a strange ruin. The ruin is a large pile of rubble overgrown with thorny bushes and tall grass. One large stone slab, held up with several iron bars, permits entry into a strange complex of the ancients. The complex has wooden walls that are drenched and covered with mildew. The floors are composed of linoleum tiles in very poor shape. The complex's elevator is in working condition and powered by a poltergeist trapped in the elevator shaft.

[1] This room is covered in yellow mold, which looks something like mustard yellow carpet when first noted. A warped oak credenza is on one wall, with a copper pot (25 gp) that holds the remains of what were once flowers. A chair in the alcove holds a full tuxedo (mildewed) with white gloves and a walking stick (hides a shot of Scotch in the handle).

[2] This room holds home goods – pots, pans and the like – all rusted or corroded, and many of them dented.

[3] This was a board room. It holds a large walnut table and eight ruined leather chairs. A crystal decanter of Scotch and six crystal glasses are one the table, along with a pair of wire-rimmed spectacles. A thought eater lurks beneath the table on the Ethereal Plane, popping in to feed when it gets the chance.

Thought Eater, Small Aberration: HD 3; AC 11; ATK Strike (1 Wis); MV 40; SV 15; AL N; XP 300; Special—Ethereal; Spells—*Daze*, *moment of prescience*, *thought shield* (3/day).



[4] This elevator operates when it really shouldn't. It is controlled by a poltergeist, so there is a 1 in 6 chance that when used it plummets, dealing normal falling damage to anyone who happens to be inside. Each floor is 10' high, so a plunge from the top deals 2d6 points of damage.

[5] This chamber is locked. Inside are metal shelves holding jugs of chlorine and other acids, brooms and mops (warped), a stash of old girly magazines (mildewed) and a bottle of very old bourbon (good shape).

[6] This chamber holds numerous racks of polyester women's clothing in a variety of garish shades, most of it mildewed but all of it repairable and cleanable. Several items have been stowed into a soggy pile in one corner and serve as a nest for

six giant fire beetles. Hidden in the nest are 250 gp and two small bloodstones (1 gp each).

Giant Fire Beetles, Small Vermin: HD 1-1; AC 16; ATK Bite (1d8); MV 30 (F30); SV 16; AL N; XP 100; Special—Luminosity.

[7] Jewelry was once sold in this room. Two gibbering shapes behind the cabinet are allips. The locked case (the glass is intact) holds a two silver pins (100 gp), silver cameo (100 gp), brass brooch (10 gp), brass locket (10 gp) and a jeweled gold diadem that is worth 1000 gp.

Allip, Medium Undead (Incorporeal): HD 4; AC 15 [Silver]; ATK Strike (1d4 Wis); MV 30 (F30); SV 15; AL CE; XP 1200; Special—Madness.

[8] The floors and stairs here are slick with grease; one attempting to traverse them must pass a saving throw or slip and fall. On the floor, this inflicts 1d4 damage. On the stairs, 1d8 damage and it leaves them prone on the ground.

[9] Several weird fetishes are hung in this room from rubber electrical cords – bits of bone, feather and other such things bundled together in the manner of prehistoric gods. The ground is covered in about 1' of water, which reduces movement by 5' per round.

[10] Six skum guards are in this room, one of them always watching the stairs. They have a barrel of oil that they heave over and spill down the stairs and into the water in [9]. They then light it with a torch and watch the fun.

Beyond the guard post is the lair of a small clan of skum, among them 10 males, 6 females and more than two dozen young swimming around and looking a bit like tadpoles.

Skum, Medium Monster: HD 2; AC 13; ATK 2 claws (1d6 + rend) and bite (2d6); MV 20 (S40); SV 16; AL LE; XP 200; Special—None.

[12] This room is crowded with treasure and three plastic mannequins (as well as pieces of nine others). Each full mannequin is animated and filled with negative energy. When one enters and begins to help himself to the treasure in the room, the mannequins begin to stir and attack. They have empty eyes and their plastic flesh is cracked in many places. One wears a monocle and another wears a rayon shawl (200 gp).

The treasure is 7300 cp (pence) and a *ring of invisibility* that looks like showy costume jewelry with a big hunk of cut glass.

Mannequin, Medium Outsider: HD 4; AC 15; ATK Slam (1d4 + 1 level energy drain); MV 30; SV 15; AL CE; XP 1200; Special—None.

5920. Lazy Magicians | Monster

Three traveling magicians, Garo, Karan and Atran, are sitting around a flat stone arguing over their next move. All are for hire, but they are lazy good-for-nothings and not to be trusted.

Magician, Medium Humanoid: HD 2; AC 10; ATK Dagger (1d4); MV 30; SV 16 (15 vs. magic); AL NE; XP 200; Special—Magic (MU, 3rd).

5942. Fighting Wyverns | Monster

Two wyverns are fighting over Sila, a mountain elf who fled Brygg [5838] to be with her love, a human hunter of Velsten who is not worthy of her. Her hippogriff is dying and she is hiding under a rock overhang not far from the body, while the wyverns claw and sting one another over the kill.

Mountain Elf, Medium Humanoid: HD 1+1; AC 13; ATK Longbow (1d8) or longsword (1d8); MV 30; SV 16; AL CG; XP 100; Special—MR 90% to sleep and charm, surprise (3 in 6), immune to ghoul paralysis.

Wyvern, Huge Dragon: HD 7; AC 17; ATK Bite (2d8), sting (1d6 + Poison IV); MV 20 (F60); SV 13; AL N; XP 3,500; Special—None.

6004. Galsh | Village

Entreaties by the villagers of Galsh to the King of Vark have fallen on deaf ears. The village (pop. 120) has been pressed hard by the Warudi. Women and children have been carried away and animals have been driven away. They fear the coming of winter and have offered tribute to Vark in return for the presence of its warriors.

6013. Captive Nymphs | Monster

Two nymphs, Ninga and Suna, have been captured by a band of berserkers. The nymphs are unconscious and bound in the back of a wagon, which is covered to keep them from using their powers even if they awake. The berserkers are heading for Ishkabibel to offer them as sacrifice to Tiamat.

Nymph, Medium Fey: HD 6; AC 17; ATK Dagger (1d4); MV 30 (S20); SV 14; AL CG; XP 1800; Special—MR 50%, magic use (druid, 4th); Spells—1/day—*Dimension door*.

Berserker, Medium Humanoid: HD 1+1; AC 12 (shield); ATK Scimitar (1d6); MV 40; SV 16; AL CE; XP 100; Special—Immune to fear.

6018. Azad | Village

Azad is a small fortified village used as a base by Heth [5617] by which they can extort passage fees from the caravans that come through the area on their way to Tarshish or Ostia. The place is run by Akir, an experienced tax collector and former soldier who commands a garrison of 30 horse archers as well as 240 peasants who work fields, herd sheep and tend fig trees. The village is visited every two weeks to pick up the taxes and transport them back to Heth.

Horse Archer, Medium Humanoid: HD 1; AC 12 (leather); ATK Scimitar (1d6) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Akir, Human Fighter: LVL 5; HP 29; AC 20 (platemail, shield); ATK Khopesh +6 (1d6+2); MV 30; SV 15; S15 I9 W15 D15 Cn13 Ch10; AL LN; XP 500; Special—Riding, leadership, dominate; Gear—*Potion of charm person*.

6021. Watering Hole | Monster

A herd of eleven camelops has gathered at a small waterhole in this hex for a drink. The water flows down from a spring in a rocky promontory that is covered in fetishes made of ribbon or scraps of cloth left there by passing caravans as an offering to Ki, the goddess of the wild. People leaving such a fetish enjoy a +1 reaction bonus with wild animals for one month.

Camelops, Large Animal: HD 5; AC 13; ATK Bite (1d4); MV 50; SV 14; AL N; XP 250; Special—None.

6030. Fire Giants | Monster

A family of five fire giants is roasting an aurochs over a sputtering lava pool while grandpap tells stories about the old days, when the giants fought the gods.

Treasure: 4600 cp, 6900 sp.

Fire Giant, Large Giant: HD 11; AC 16; ATK Slam (1d8) or sword (2d8+2) or boulder (600 ft./4d6); MV 30; SV 11; AL CE; XP 1100; Special—Immune to fire.

6033. Arth | Village

Arth is a small village (pop. 180) of stilt houses on the shore of a high mountain lake. The people pull fish from the lake and raise some crops around the lake, but are fairly poor. Woodcarving is the primary hobby of the villagers. Their homes and boats are beautifully decorated and they have carved hundreds of small gnome-like idols that they keep in and around their homes. The locals do not care for outsiders, but they gladly welcome gnomes into their homes, believing them to be portents of good fortune. For others, they raise a strange, plaintive cry with horns that summon the bronze dragon Azilo from her lair on the bottom of their lake.

Treasure (Dragon): 3400 cp, 9300 cp.

Azilo, Ancient Bronze Dragon, Large Dragon: HD 9 (45 hp); AC 18; ATK 2 claws (1d6+2) and bite (1d8+2); MV 40 (F150, S60); SV 12; AL LG; XP 2700; Special—Immune to sleep, resistance to electricity, breath lightning (80' line) or *repulsion* gas (30' cone), 4th level magic-user.

6046. Temple of Siboth | Stronghold

Siboth is the ophidian goddess of fertility, a creature of green scales with cascades of water flowing from her feet and useful plants, especially medicinal herbs, springing up behind her as she walks. She is depicted in idol form at the back of a large cave in this hex, the idol composed of serpentine carved lovingly by ophidian hands more than 8,000 years ago. A curved altar wraps around the base of the idol and radiating from the idol's position are hundreds of serpentine pillars that span the cave from ceiling to floor.

Ancillary caves hold the quarters of the kobold nuns who now oversee the temple. The nuns are 10 in number, plus their mistress, the Abbess Mitzlo, who has been blessed by the goddess with two extra eyes in the back of her head. Beyond the nuns' quarters is a small dungeon guarded by troglodyte temple-knights and other monsters. A door in this dungeon leads to a deeper vault filled with farms and woodlands basking in the dim orange glow emitted from the walls of the vault. Here-

in dwell 500 kobolds that support the temple and trade their foodstuffs with the deeper underworld.

Treasure: 2800 cp, 3300 sp.

Troglodyte, Medium Humanoid: HD 2; AC 15; ATK 2 claws (1d3) and bite (1d4) or axe (1d8); MV 40; SV 16; AL CE; XP 200; Special—Stank.

Kobold Priest, Tiny Humanoid: HD ½; AC 14 (leather, buckler); ATK Short sword (1d6); MV 20; SV 17; AL CE; XP 25; Special—Magic (C1).

Mitzlo, Kobold Anti-Cleric: LVL 5; HP 18; AC 19 (platemail, shield); ATK Horseman's mace +3 (1d4+1); MV 30; SV 14; S11 I12 W13 D11 Cn12 Ch16; AL CE; XP 500; Special—Kobold traits, conversion, healing, turn undead, spells per day (5/2/1); Gear—None.

6125. Cloud Bullies | Monster

Three cloud giant bullyboys are cruising through the hex on rainclouds accompanied by a blustery wind. They are looking for trouble and contemplating staging a raid on Tarshish to steal some maidens and maybe topple a couple towers. Their mother dwells higher up in the clouds and has been lulled to sleep by a magic harp one of her sons brought home to her. If awakened, she will deal harshly with them.

Cloud Giant, Huge Giant: HD 12; AC 17; ATK Slam (1d10) or mace (3d10) or boulder (720 ft./4d6); MV 40; SV 11; AL NE; XP 1200; Special—Track by scent, surprised (1 in 6); SP—3/day—*levitate* (self + 1 ton), *obscuring mist*; 1/day—*fog cloud*.

6144. Truffle Hunters | Monster

Twelve orcs are hunting in a high woodland of scrappy junipers for magic truffles they can use to heal their Queen Oola of a nasty case of scrofula. Their lair is located beneath the hex. The orcs are none too happy about being on the surface, especially this close to Velsten. Their tribe (80 orcs) has suffered many losses deeper in the underworld and has only recently been driven to their current lair by a confederation of kobolds.

Orc, Medium Humanoid: HD 1; AC 15 (scale, shield); ATK Battleaxe (1d8); MV 30; SV 16; AL CE; XP 50; Special—None.

6208. Lord Desha | Stronghold

A gravel-voiced old warlord from Vark, Desha has recently constructed a small fortress which he intends to expand into a port to be connected to Vark via camel caravan. Desha is a true patriot and has dreams of expanding Vark into a vast empire. Desha commands 20 spearmen, 10 archers and 20 berserkers, zealots of Teshub who wield two hand axes and who never cut their facial hair in honor of the deity.

Treasure: 2200 cp, small onyx (20 gp), gold anklet (500 gp), +2 leather armor, staff of swarming insects.

Berserker, Medium Humanoid: HD 1+1; AC 12 (shield); ATK Scimitar (1d6); MV 40; SV 16; AL CE; XP 100; Special—Immune to fear.

Desha, Human Fighter: LVL 10; HP 63; AC 19 (plate armor, shield); ATK 1+ battleaxe +10 (1d8+1) or +2 *javelin* +10 (1d4); MV 30; SV 12; S15 I10 W6 D8 Cn17 Ch10; AL N; XP 1000; Special—Riding, leadership, dominate; Gear—*Rod of splendor*.

Mastodon, Huge Animal: HD 12; AC 14; ATK Slam (2d10), 2 stamps (2d8) or gore (2d12); MV 40; SV 11; AL N; XP 1200; Special—Trample (up to medium-sized creatures, 2d10).

6215. Stone Cold Drag | Wonder

A road rises from the savannah here. It is paved with golden stones and is 10' wide and 3' high. The road is not uniform in height, following the contours of the ground. It is heavily weathered and thick with patches of white flowers in the cracks between the stones and sour grape vines clinging to the sides of the road that produce.

The road leads across the hex from northeast to southwest and midway on the road there is a large plaza surrounded by dozens of low, charred foundation walls that once belonged to a city. In the center of the plaza there is a fountain with a statue carved from the same sort of stone depicting a king holding an axe. At the base of the statue are written the words "Take my axe to become such as I am."

When one walks into the fountain, the water becomes golden and frothy. When one touches the axe, they are polymorphed into a stone golem implanted with the command to expel intruders from the now ruined city.

Stone Golem, Large Construct: HD 14 (60 hp); AC 22 [+2]; ATK Slam (3d8); MV 20; SV 10; AL N; XP 4200; Special—Magic immunity (fire spells *slow* the stone golem, *transmute rock to mud* heals all damage, use *slow* spell once every 2 rounds.

6234. Muhl | Village

Muhl (pop. 230 urban, 1,840 rural) is a village of cattle herders who produce some very fine cheese and milk which they trade to the outside world through a secret mountain pass that connects them to Horkheim. Muhl is built around an old monastery that was built by St. Aphaeus the Free and where that old warrior of virtue is now buried. Aphaeus and his priests perished battling a demon. This left the monastery vacant, so the herdsmen moved in, using it as a fortress. They still lovingly tend the chapel and the grave of the saint.

6243. Velsten | Stronghold

Velsten is the castle of the barrel-chested ruffian Lord Jurgan. Devilishly handsome, with a curly blond beard and dreamy grey eyes, Jurgan commands a small army of 40 halberdiers,

30 pikemen, 20 heavy cavalry and 10 elite longbowmen. Jurgan made his fortune adventuring in the Sturmdrangs.

Jurgan is on good terms with the storm giants and their ilk, who fear him as a legendary giant-slayer. His chaplain, the druid Blueberry, is at his beck and call, he having saved her in the Forest Perilous from a green dragon.

Velsten is surrounded by farms that reach well into the mountains, in high pastures. The Velsteners raise wheat and cows, and are known for their blue cheese.

Treasure: 6200 cp, 3600 sp.

Man-at-Arms, Medium Humanoid: HD 1; AC 17 (chainmail, shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Blueberry, Pixie Druid: LVL 4; HP 5; AC 15 (leather, shield); ATK Dagger +2 (1d4); MV 30; SV 14; S9 I12 W15 D13 Cn12 Ch17; AL N; XP 400; Special—Pixie traits, healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, spells per day (5/2).

Jurgan, Human Ranger: LVL 10; HP 75; AC 21 (plate armor, shield); ATK Longsword +8 (1d8); MV 30; SV 12; S12 I10 W18 D14 Cn17 Ch12; AL NG; XP 1000; Special—Handle animal, hear noise, move silently, set snares, survival, tracking, surprised (1 in 6), +4 damage vs. Chaotic humanoids and giants, favored enemy, hunting beast (badger with +2 HD), free movement, druid spells (5/3/2); Gear—Copper ring with a string of nymph hair wound around it (110 gp), treasure map.

6245. Vertical Ruin | Wonder

There is a ruined city in this hex that is built on the nearly vertical wall of a tall mountain. The city appears to defy gravity, but if one can climb over the walls of the city they find that it has its own gravity and is thus relatively easy to explore. Who knows what treasures and wonders it holds?

6301. Gnome Mine | Monster

A clan of 25 gnomes from the Copper Hills is employed in this hex mining meteoric iron from a crater recently created by a falling star. The crater's creation was predicted by the stargazers of Vark and the gnomes were dispatched quickly on camelback to lay claim. Their leader is Farsha of the Golden Beard. He and his band are not only expert miners, but also expert shots with their slings. The floor of the crater is covered in a silver haze that transports those who enter it into dimensions unknown. The gnomes mine their iron from the crater walls.

Treasure: 1200 sp, 500 gp.

Gnome, Small Humanoid: HD ½; AC 13 (leather, buckler); ATK Hand axe (1d6) or sling (1d4); MV 20; SV 17 (15 vs. illusions); AL NG; XP 50; SP—1/day—*Audible glamer, dancing lights, prestidigitation*.

Farsha, Gnome Fighter/Illusionist: LVL 5; HP 18; AC 13; ATK Short sword +5 (1d6); MV 30; SV 13; S12 I13 W13 D14 Cn10 Ch12; AL NG; XP 500; Special—Alchemy, lore, riding, leadership, dominate, spells per day (5/2/1), create scrolls, arcane knowledge (flash powder, anti-toxin); Gear—*Helm of teleportation, ring of protection +2*.

Spellbook: 1—*Change Self, Color Spray, Phantasmal Force, Prestidigitation, Read Magic, Reflect Gaze, Touch of Fatigue*; 2—*E.S.P., Invisibility, Phantasmal Force II*; 3—*Spectral Force*.

6314. Shadows Bound | Wonder

A tall wall has been constructed here. The wall is composed of dark grey stone that is cold to the touch even at noon at the height of summer. The walls are 60' tall and circular, surrounding an area 100' in diameter. Atop the walls, one looks down and sees nothing but darkness. This is a portion of the Plane of Shadows that had to be bound to keep it from engulfing the entire world. Shadow creatures are sometimes to be found within and those who enter it may discover themselves lost in the Shadow Plane for the surrounding walls disappear when one enters the grey. On top of the walls there are seven golden torches, each topped by a glass sphere of a different color. When creatures approach within 100', these torches activate and each sends forth a *prismatic spray*.

6317. Arsinotheriums | Monster

A herd of 20 arsinotheriums is lazing in the sun. They do not favor intruders onto their territory, as the rotting carcasses of several gnolls attests.

Arsinotherium, Large Animal: HD 10; AC 16; ATK Gore (2d8); MV 30; SV 12; AL N; XP 400; Special—Charge for double damage.

6320. Patient Hunters | Monster

An yrthak is perched on a cliff that overlooks the surrounding grasslands and hills. It is watching a copse of tulip trees that grows around a spring. A band of 18 gnolls has taken refuge there to escape the aerial predator and adventurers might also find it the only place to hide.

Gnoll, Medium Humanoid: HD 2; AC 15 (leather, shield); ATK Battleaxe (1d8); MV 30; SV 16; AL CE; XP 100; Special—None.

Yrthak, Huge Monster: HD 12; AC 18; ATK 2 claws (1d6) and bite (2d8) or sonic lance (60 ft./6d6, 3/day); MV 20 (F60); SV 11; AL N; XP 1200; Special—Blindsight 120 ft., immune to gaze attacks and illusions, vulnerable to sonic damage, explode stone.

6325. Carcho | Village

Carcho (pop. 370 urban, 2,960 rural) is a large village of herdsmen nestled in a quiet, pleasant valley of green grass behind a wooden palisade and an earthen rampart. The village is governed by Lord Alalos, a vassal of King Argantoni of Tar-

shish. Alalos is happy to write his poetry and watch the village children play their simple games. The village's 20 soldiers are a lazy lot, but their village, which is surrounded by dry, rugged hills, is rarely visited by outsiders.

Alalos, Human Bard: LVL 4; HP 9; AC 16 (chainmail); ATK Scimitar +3 (1d6+1); MV 30; SV 15; S14 I11 W9 D13 Cn8 Ch16; AL NG; XP 400; Special—Carouse, lore, read languages, climb walls, hear noise, hide in shadows, move silently, open locks, pick pockets, spells per day (5/2), music (fascinate, counter music); Gear—*Wand of detect magic* [3].

6328. Penitent Magicians | Monster

Six magicians, barefoot and dressed in sack cloth, are on their way to visit Abalnidab the mountain witch. The men seek forgiveness for wronging her on the streets of Tarshish. For this, they were made mute by the witch. Many misadventures, including serving briefly as slaves of the Warudi, convinced them that a life without incantations was not worth living.

Magician, Medium Humanoid: HD 2; AC 10; ATK Dagger (1d4); MV 30; SV 16 (15 vs. magic); AL NE; XP 200; Special—Magic (MU, 3rd).

6329. Abalnidab | Stronghold

Abalnidab is a witch who values her solitude, but not to the extent that she isn't willing to *teleport* herself to Tarshish now and then to cause trouble. The people fear her coming, though some magicians actually take lodgings in Tarshish so that they can challenge the witch to a magical duel when she appears.

The witch's stronghold is a construction of obsidian set on a bleak highland moor, where the black winds of the Astral Plane erupt from a high mountain cave, creating dunes of stardust on the fringes of the Valley. Within the stronghold, which takes the form of an unholy conglomeration of three twisting towers, the witch dwells with a huge, obedient black pudding and several pearlescent walking slimes which do her bidding and keep the place sparkling clean.

Abalnidab is a heavyset woman who dresses in silk gowns, a mantle of leopard skin and many silver and gold bangles on her arms and legs. She may be found on her throne, the skull of an elder titan that still speaks in a booming telepathic voice (mostly sighing and complaining about his lot in un-life), attended by her slimes that bring her delicate aperitifs in crystal decanters and piles of steamed vegetables (onions being her favorite). When she moves, she is carried by her black pudding, which brings her items from her towers that the slimes are incapable of lifting. The towers have no stairs – the slimes can walk on the walls and ceilings, and the pudding carries her to the upper floors.

While Abalnidab can be brusque and unpleasant, she is a decent sort for the most part. She likes challenges and adores fortune tellers, for she never had a knack for divination.

Treasure: 3300 sp, +1 heavy crossbow, scroll of magic missile, pearl of power (two spells).

Black Pudding, Huge Ooze: HD 10; AC 14; ATK Touch (3d6 acid + engulf); MV 20; SV 12; AL N; XP 3000; Special—Immune to cold, acid and poison, resistance to weapons, dissolve organics and metal.

Walking Slime, Medium Aberration: HD 2; AC 11; ATK Slam (1d6 + turn into slime); MV 20; SV 16; AL CE; XP 600; Special—Immunity (cold, electricity), attacks turns people to slime on natural '20'.

Abalnidab, Human Magic-User: LVL 10; HP 23; AC 9; ATK Silver dagger +3 (1d4); MV 30; SV 11; S10 I10 W6 D7 Cn11 Ch11; AL N; XP 1000; Special—Alchemy, lore, spells per day (5/4/3/3/2), create scrolls, arcane knowledge (sneezing powder, flash powder, alchemist's fire, compass); Gear—*Oil of grease*.

Spellbook: 1—*Audible Glamer, Color Spray, Enlarge Person, Hypnotism, Light, Magic Weapon, Prestidigitation, Read Magic, Smoke Image*; 2—*Daze Monster, Dexterity, Fog Cloud, Spider Climb*; 3—*Explosive Runes, Nondetection, Secret Page, Water Breathing*; 4—*Bestow Curse, Hallucinatory Terrain, Wall of Fire*; 5—*Contact Other Plane, Overland Flight*.

6333. Magic Forge | Monster

Three forge nymphs are sweating it out in a deep cave, forging a magic sword assisted by seven dwarves. The forge is constructed near a lava flow on the natural stone bridge where St. Aphaeus [6234] slew the balor demon Zisas 50 years ago. When he dropped from his own wounds his soul ascended to heaven and the resulting divine light tinged the cavern walls and the bridge with gold. The sword is intended for King Kourno of Brygg, who sought a demon-slayer.

Treasure: 4000 cp, 2700 sp.

Dwarf, Small Humanoid: HD 1; AC 15 (leather, buckler); ATK War hammer (1d4+1); MV 20; SV 16 (13 vs. magic and poison); AL LG; XP 50; Special—Dwarf traits.

Forge Nymph, Medium Fey: HD 6; AC 17; ATK Flaming hammer (1d4 + 1d6 fire); MV 30 (S20); SV 14; AL NG; XP 600; Special—Blinding beauty, *heat metal* gaze, magic use (druid, 4th), +3 to sunder weapons and armor (save at -3); SP—*dimension door* 1/day.

6336. Three Witches | Monster

Three witches, Thilda, Hilta and Frada are returning to Nunc after an ill-advised visit to Jehare to find a husband for Thilda. The visit was not enjoyable for anybody, thus Thilda remains unattached (but still hopeful). The three are contemplating a visit to Brygg, where they hear the elves are quite beautiful.

Treasure: 3900 cp, 3500 sp.

Magician, Medium Humanoid: HD 2; AC 10; ATK Dagger (1d4); MV 30; SV 16 (15 vs. magic); AL NE; XP 200; Special—Magic (MU, 3rd).

6342. Ozpik | Monster

A vermilion dragon called Ozpik dwells in this hex, having survived numerous sallies by knights and rangers against him. He has a network of goblin and giant spies throughout the mountains, rewarding them well and promising to leave their homes alone. A new threat has recently emerged for Ozpik, a cadre of warrior-scribes who seek him blood for ink to illuminate their massive history of the world. The warrior-scribes come from Nil [6641], the city of magicians.

Treasure: 5900 sp, 8000 gp.

Goblin, Small Humanoid: HD 1-1; AC 13; ATK Sword (1d6); MV 20; SV 16; AL CE; XP 50; Special—None.

Vermilion Dragon, Large Dragon: HD 11; AC 17; ATK 2 claws (1d8) and bite (3d10); MV 25 (F60); SV 11; AL N; XP 1100; Special—Resistance to fire, immune to sleep and charm, breath weapon (fire—full damage vs. Neutral, 150% damage vs. Chaotic and half damage on Lawful, plus removes curses and diseases of lawful creatures), spells—3/day—suggestion.

6407. Hiding Thief | Monster

A mated pair of smilodons is lapping water from the banks of the river. A beleaguered thief, Alan of Hark, is hiding in the reeds, breathing through one of those reeds, waiting for them to leave. He recently robbed the stronghold of Desha [6208] of an emerald, and is eager to be on his way to Heth to sell it.

Smilodon, Large Animal: HD 9; AC 17; ATK 2 claws (1d10 + rend) and bite (2d8); MV 40; SV 12; AL N; XP 900; Special—None.

6409. Gavon | Village

Gavon is a medium-sized village (pop. 120) of mediums – i.e. people who can communicate with the spirit realm and read minds, except those of halflings. They are a bored people, for almost nothing can surprise them. For this reason, they seek out and enslave halflings for their entertaining surprises. When not annoying halflings, the Gavonites are miners, taking copper from a series of jagged ridges that cut across the hex and serve as make-shift walls to defend the village.

6429. Escaped Slave | Monster

Twenty orc warriors are beating the bushes searching for an escaped prisoner, an elderly man who has labored in their mines for thirty years. He is still as strong as an ox, but they blinded him and his health is not as good as it could be. The man, a former hero of Ishkabibel named Nummi, is unaware of what has happened over the past three decades in his home town, and is anxious to get back.

Orc, Medium Humanoid: HD 1; AC 15 (scale, shield); ATK Battleaxe (1d8); MV 30; SV 16; AL CE; XP 50; Special—None.

Nummi, Human Fighter: LVL 9; HP 34; AC 10; ATK Fists +11 (1d2+3); MV 30; SV 13; S18 I8 W14 D13 Cn6 Ch16; AL N; XP 900; Special—Blind, riding, leadership, dominate; Gear—*Potion of cold resistance*.

6435. Saucer Dwellers | Monster

A wrecked alien saucer in this hex serves as the lair for a tribe of 120 Neanderthals. The Neanderthals are a bit better equipped than most, with steel horned helms, round, spiked shields and swords and axes to upgrade their animal skins. The Neanderthals hunt in the hills and sometimes hire out as mercenaries to the petty lords of the Sturmdrangs.

Neanderthal, Medium Humanoid: HD 2; AC 12; ATK Club (1d4); MV 30; SV 16; AL N; XP 100; Special—None.

6438. Vaasa | Monster

A panthera by the name of Vaasa dwells in this hex in a splendid little temple tended by the local oreads. The nymphs are as rough as the landscape, with golden hair and round, plump bodies that exude vigor. They adorn the temple and Vaasa with flowers and satyr-wine made from wild grapes that grow in the valleys. Vaasa enjoys the attention. He uses a flock of owls as spies to watch over the highlands and several questing sprites to deal with that evil. The temple is an old construction of marble and gold with many rooms furnished with rugs, pillows and furniture crafted from bronzewood.

Treasure: 4200 cp, 1800 sp, 250 gp, silk pillows (100 gp).

Sprite, Small Fey: HD 1; AC 13; ATK Sword (1d4) or bow (60 ft./1d4 + sleep 1d6 hours); MV 20 (F40); SV 16; AL NG; XP 100; SP—*detect evil* (150 ft. range), *detect good* (150 ft. range), *invisibility* (self), *speak with animals* (always active).

Oread, Medium Fey: HD 6; AC 17; ATK Dagger (1d4); MV 30 (S20); SV 14; AL CG; XP 1800; Special—MR 50%, blinding beauty, meld into stone, magic (druid, 4th); Spells—*dimension door* (1/day), *stoneskin*.

Panthera, Medium Monster: HD 7; AC 16; ATK 2 claws (1d4 + rend) and bite (1d6); MV 40; SV 13; AL CG; XP 700; Special—MR 15%, resistance to acid, breath weapon (20 ft. radius cloud of perfume; neutralizes powerful odors, *charm monster* or for dragons *fear*).

6442. Frightened Gremlins | Monster

Nineteen gremlins fly through this hex scouting for the orc army [6447]. They have run afoul of Ozpik [6342] and are fleeing that monster. The gremlins are tired and frightened and not prone to violence at the moment, though they are in need of food and drink and might harry people for those.

Gremlin, Small Humanoid: HD 1-1; AC 11; ATK Dagger (1d4); MV 20 (F60); SV 16; AL CE; XP 50; Special—None.

6447. Orc Army | Monster

An army of 500 orcs has gathered here, driven from the mountains by Thrusk, a powerful war-chief among the orcs. Thrusk is drying and has decided on one last raid of plunder and conquest. The orcs have, as they often do, bogged down in disagreements over where to raid. Some want to attack Zibbul [6848], but the blue warriors there are very fierce. Others want to go north and Thrusk has sent a flight of gremlin scouts [6442] to see what lies in that direction.

Treasure: 6300 sp, 500 gp.

Orc, Medium Humanoid: HD 1; AC 15 (scale, shield); ATK Battleaxe (1d8); MV 30; SV 16; AL CE; XP 50; Special—None.

Thrusk, Human Barbarian: LVL 9; HP 66; AC 20 (+1 *leather*, shield); ATK Battleaxe +9 (1d8+2); MV 40; SV 12; S17 I14 W11 D17 Cn17 Ch10; AL CE; XP 900; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 3/day, surprised (1 in 6), no bonus for flanking or back attack; Gear—*Ring of protection* +3.

6503. Blessed Statue | Wonder

One hour after sunset each day, an orichalcum statue of a pondering stargazer emerges from the waters of the river and casts *bless* on all who are within 30' (i.e. about 12 people on the banks of the river).

6514. Laowin | Monster

A pair of weretigers, girded for battle and mounted on fine stallions from far-away Mu-Pan is traveling through this hex with a locked chest of iron dipped in silver. The chest is intended for the queen of Heth and contains the decapitated head of Laowin, the Fifth Eternal Sage. Despite his wrinkled, bitter face, Laowin can still make pronouncements and act in his old office as the advisor the former Tiger Empress.

Weretiger, Large Monster: HD 5; AC 17 [Silver]; ATK 2 claws (1d8) and bite (1d6); MV 30; SV 14; AL N; XP 500; Special—Lycanthropy.

6518. Mind Poison | Wonder

A chain of natural springs in this hex are boiling hot. The springs are shallow and the thick mud at the bottom of them has medicinal value. When packed onto snake bites and the like they grant a +1 bonus to save vs. poison, but introduce poison of a different sort into the system.

The mud is infused with the flesh of the mud hag Ashaga, who sleeps beneath the springs, her hatred boiling the water. Those who are packed with the mud have their minds poisoned against the Lawful alignment. Those who are Lawful must roll 1d20 under their wisdom score or renounce their alignment and become Neutral. Others merely develop a distaste for Law.

Animals can scent the evil of the waters and will not willingly approach within 100' of the springs.

6521. Windy Hills | Monster

The hills here are red-brown due to the presence iron ore. They are composed of numerous wind-formed canyons with smooth walls and little vegetation. There are some signs of mining, but none of the mines appear to have been successful.

Those who enter the hills are approached by a trio of sylphs who warn them away, for these hills are sacred to the Lords of Elemental Air and are not to be traversed by mortals. If they are ignored, they do not press their warning with violence.

Each hour spent in the hills carries with it a 1 in 6 chance of an encounter with a small air elemental. These air elementals are always hostile, though a druid might be able to reduce this hostility to bitter neutrality with much effort. Any mining in the hills releases a huge air elemental, a creature devoid of reason and filled with the rage of a tornado.

Sylph, Medium Fey: HD 3; AC 10; ATK Dagger (1d4); MV 30 (F90); SV 15; AL N; XP 300; Special—Magic use (druid, 4th); Spells—*Summon medium air elemental* (1/week), *gust of wind*, *invisibility*.

Air Elemental, Small Elemental (Air): HD 4; AC 17 [+1]; ATK Slam (1d6); MV F90; SV 15; AL N; XP 1200; Special—Whirlwind.

Air Elemental, Huge Elemental (Air): HD 16; AC 21 [+1]; ATK Slam (2d6); MV F90; SV 9; AL N; XP 4800; Special—Whirlwind.

6527. Nraga | Village

The men and women of Nraga (pop. 340 urban, 2,720 rural) are not exactly stupid, but they appear to be slow on the uptake. They smile a lot, do not seem to know where things are and while they would love to help adventurers, they're too busy trying to get things done (and screwing up so badly that adventurers might want to take over and do it themselves). They are mostly hunters and trappers in the hills and also quarry red marble which they export throughout the region.

6544. Bronze Temple | Dungeon

This hex holds a ruined temple of the bronze men (see NOD 4) that once extended their rule into these lands. The temple is composed of two dozen bronze pillars atop a tall marble platform that now lacks a roof, which crashed to the floor. Water bubbles from beneath the ruined roof and down the steps of the platform to disappear in the riot of tall flowers that surround the temple. The temple was dedicated to a flower goddess, her name now forgotten.

Should one get under the collapsed roof, they find a cramped space that leads to a bubbling fountain, the source of the wa-

ter. Swimming down into this pool brings one, after 30 feet, to a tunnel that leads to an air pocket and a large dungeon.

6609. Mastodon Problem | Monster

A small herd of seven mastodons is grazing on trees here, but their bull is in a foul temper. A persistent flea is giving him hell and he's in no mood for visitors. The flea is a *polymorphed* magic-user, Indun, who served in the court of the Queen of Heth until she was undone by her research into Chaos.

Mastodon, Huge Animal: HD 12; AC 14; ATK Slam (2d10), 2 stamps (2d8) or gore (2d12); MV 40; SV 11; AL N; XP 1200; Special—Trample (up to medium-sized creatures, 2d10).

6612. Arnek | Town

DEMOGRAPHICS

Population 3,670 urban, 29,360 rural

Race Human

Religion Tenenet, goddess of beer

Alignment Chaotic (NE)

Arnek is a town of farmers and woodsmen known for their somber dispositions and their excellence at swordplay. The source of their prowess is a fencing instructor named Akhtuf, a man with bronzed skin, a shaved head and a gap-tooth smile.

The town is ruled by Prince Amenmesh, whose parentage is said to have originated across the Golden Sea in the ancient and corrupt empire of Nabu. He is not popular outside of Arnek and is feared by his own people for his uneven temperament. Boisterous when he was young, he is now just reckless. He is easily angered and he is known to hold a grudge.

The great temple of Tenenet, the goddess of beer and childbirth, is attached to a nunnery where her priestesses brew a dark, bitter beer beloved by the Arnekites and run a hospice for women and children.

Arnek's army consists of 90 spearmen and 40 archers. The city also has 80 guardsmen to maintain peace and order and serve as light infantry in times of siege.

6617. Razed Village | Wonder

A ruined village of shepherds litters this hex. The village was destroyed long ago by a nomad invasion from the Golden Steppe. Not much has remained of the buildings, though there is a large corral that is still in decent shape and an old stone shrine which can be used for shelter against the elements.

6623. Heat Wave | Monster

The vegetation in the hills here is charred and the stone blackened by smoke. The center of this destruction is a cave, heavily marred by soot, wherein dwells the florid dragon Azarus, a brutish fiend who gazes angrily on the world around his lair and wishes he could destroy it all.

For the moment, Azarus is trapped by a wall of ice conjured by the wizard Sivo, who made it permanent at the cost of turning himself to stone. Sivo still stands in front of the cave holding his staff above his head and looking at the wall of ice which blocks the cave and resists the dragon's blazing heat.

The dragon has constructed a manikin out of things in his lair, and keeps it close to the ice to give the appearance of an imprisoned maiden. He's practiced impersonating a maiden, but it does not sound too convincing when he does it.

Treasure: 4100 sp.

Florid Dragon, Large Dragon: HD 10; AC 17; ATK 2 claws (1d8) and bite (2d10); MV 25 (F60); SV 12; AL CE; XP 1100; Special—Resistance to fire, immune to sleep and charm, body heat.

6637. Dorix | Village

Dorix (pop. 260 urban, 2,080 rural) is a large village of ne'er-do-wells, most of them descended from the steppe nomads, their population supplemented by Venatian banditti. The village was constructed on a limestone plateau by bronze men from the Golden Coast. The bronze men still dwell in the village as the bodyguard to the king, a drunken magician named Toliver who arrived in the train of the nomads when they invaded ten years ago. The villagers do some farming, herding, mining and raiding to stay alive. They are tough customers and can raise a small army of 30 nomads, 50 bandits and 20 berserkers when threatened.

Berserker, Medium Humanoid: HD 1+1; AC 12 (shield); ATK Scimitar (1d6); MV 40; SV 16; AL CE; XP 100; Special—Immune to fear.

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

6641. Nil | Town

DEMOGRAPHICS

Population 1,560 urban, 12,480 rural

Race Human

Religion Ningirama, god of magic

Alignment Neutral (CN)

Nil is a town dedicated to the magical arts. It is laid out on a radiating street plan centered on the tower of the White War-

lock, a man of inscrutable ways and terrible powers who dwells atop a tower that seems to reach into the clouds. The White Warlock is a necromancer. His tower is protected by a dozen wights and seven spectres who once wandered the world as questing knights. All of them made the mistake of challenging the White Warlock.

Nil conducts a rousing trade in corpses, purchasing them in bulk from grave robber guilds and ghouls who ply their trade in dank caverns beneath the town, where human traders, swathed from head to foot in shrouds soaked in holy water receive the bodies on barges on subterranean lakes and send the barges back to the unseen ghouls loaded with gold. Nil is also home to a dangerous guild of alchemists and numerous scribes and woodcarvers.

Nil's army of blue-clad warriors in bronze scale mail and bulbous helms numbers 30 spearmen and 30 archers.

White Warlock, Human Necromancer: LVL 15; HP 33; AC 10; ATK +4 dagger +9 (1d4+4); MV 30; SV 10; S12 I13 W8 D9 Cn12 Ch6; AL LE; XP 1500; Special—Alchemy, lore, spells per day (6/4/4/4/4/3/2/1), create scrolls, arcane knowledge (flash powder, artificial gemstones and pearls, acid, algebra and geometry, compass, mechanical clock, poison I); Gear—1700 cp, *potion of stonesskin*, *ring of swimming*, *ever-smoking bottle*.

Spellbook: 1—*Cause Fear*, *Chill Touch*, *Disrupt Undead*, *Flare*, *Jump*, *Magic Aura*, *Protection from Good*, *Ray of Enfeeblement*, *Read Magic*, *Touch of Fatigue*; 2—*Alter Self*, *Command Undead*, *Ghoul Touch*, *Magic Mouth*, *Spectral Hand*, *Web*; 3—*Displacement*, *Gentle Repose*, *Hold Undead*, *Ray of Fatigue*, *Vampiric Touch*; 4—*Animate Dead*, *Bestow Curse*, *Cause Disease*, *Choke*, *Enervation*; 5—*Magic Jar*, *Psychic Crush*, *Symbol of Pain*, *Waves of Fatigue*; 6—*Contingency*, *Circle of Death*, *Create Undead*, *Eyebite*; 7—*Control Undead*, *Finger of Death*, *Plane Shift*; 8—*Symbol of Death*.

6708. Temple of Arah | Stronghold

Arah is the goddess of fate, who appears with six arms, each with a closed fist hiding one's fate within. This motif appears liberally in bas-relief on the thick walls that enclose the temple courtyard. Within the inner sanctum there is a tall obsidian idol of the goddess with black eyes as deep and unknowable as the sea. The four corners of the inner sanctum hide secret doors that lead into tall, thin towers. At the top of each a nun bows in prayer, waiting for inspiration.

The high priestess of the temple, Ninsab, is an old woman, hunchbacked and perhaps overly trusting, but certain in her favored place in the eyes of the goddess. She rules over 20 lesser priestesses, who daily exercise in the courtyard with mace and shield and nightly whisper prayers to the goddess and make rich offerings to secure her favor. The order is wealthy, with many gifts arriving from all over Kisthenes as

offerings to the goddess by merchant-princes and nobles who wish to improve their lot in life or cheat their perceived fate.

Around the base of the temple's hill is a small village (pop. 20) of servants and artisans, and around that numerous farmsteads (pop. 160) who grow food for the temple. The village has a fine brewery.

Treasure: 7700 cp, 4500 sp.

Priestess, Medium Humanoid: HD 3; AC 17; ATK Footman's mace (1d6); MV 30; SV 15; AL N; XP 300; Special—Magic (Cleric, 3rd).

Ninsab, Human Cleric: LVL 12; HP 20; AC 20 (+1 plate armor, shield); ATK Footman's mace +7 (1d6); MV 30; SV 11; S10 I7 W12 D7 Cn7 Ch13; AL LN; XP 1200; Special—Conversion, healing, turn undead, spells per day (6/4/4/3/3/2); Gear—*Figurine of wondrous power (serpentine owl)*.

6734. Ogres | Monster

Three ogres are using a quartet of elephants to move some heavy stone they have cut from a hillside back to their cave. With all the monsters about, the ogres think they need a bit more fortification. There are another seven ogres at home, three females and three young (who fight as orcs) and the elder of the tribe, who is nursing a broken leg (but also gnawing on the leg of the giant eagle that gave it to him).

Elephant, Huge Animal: HD 10; AC 15; ATK Slam (2d8), 2 stamps (2d6) or gore (2d10); MV 40; SV 12; AL N; XP 1100; Special—Trample (medium creatures, 2d10).

Ogre, Large Giant: HD 4; AC 15; ATK Slam (1d6) or battleaxe (1d8+2); MV 40; SV 15; AL CE; XP 200; Special—None.

6802. Laughing Pool | Wonder

This hex holds a great, muddy pit 100 yards long, 70 yards wide and 20' deep at the center. The mud is exceptionally thick, clinging doggedly to people's feet. At the deepest point of the pool there is a large ivory idol of a five armed, five legged humanoid carved from the tooth of an ancient whale. If folk venture out into the mud to touch the idol, they find water falling on them from the sky, dealing 1d6 points of damage and maybe drowning folk if they cannot swim. This is accompanied by an echoing laughter, for the idol is of the space god Kansas, a trickster.

6812. E'-Gug-Ara | Stronghold

Many of the great warriors (or would-be greats) are gathering around the base of a ziggurat of Ninurta. The call has gone out to mercenaries and adventurers to heed the god's call to war. The warriors huddle within the walls that surround the ziggurat, awaiting the onslaught of the Warudi, or, if the divine whispers they have heard are true, of Tiamat herself.

An earthen bulwark and moat surround the ziggurat, with armories and barracks for the warriors inside. Numerous peasants displaced by the nomads have gathered outside the walls and are being trained as a militia to defend the ziggurat. Their wives and children huddle within, serving the gathering warriors. The war-priests dwell inside the ziggurat, wherein is also kept a vault of magic weapons (sacrifices to the war god) and the sanctum sanctorum of the deity.

Inside the inner sanctum there is an idol cast from the bronze armor of fallen warrior-kings and decorated with the spoils of the wars against the lizard men in ancient times.

The high priest of Ninurta is Melaki of the Amber Eye, who wears an eye patch decorated with a piece of amber made to look like an eye. Under him are 20 priests. The gathered warriors break down as follows: 56 first level, 32 second level, 18 third level, 8 fourth level, 6 fifth level, 2 sixth level and a single seventh level fighter who has been named the lieutenant commander of the army, the high priest being the commander.

Treasure: 2300 cp, 4500 sp, 5000 gp, +5 spear, staff of enchantment.

War-Priest, Medium Humanoid: HD 3; AC 15; ATK Footman's mace (1d6); MV 30; SV 15; AL LG; XP 300; Special—Magic (Cleric, 3rd).

Melaki, Human Cleric: LVL 12; HP 50; AC 20 (plate armor, shield); ATK Footman's mace +8 (1d6+1); MV 30; SV 11; S15 I12 W14 D10 Cn14 Ch11; AL LG; XP 1200; Special—Conversion, healing, turn undead, spells per day (7/4/4/3/3/2); Gear—*Potion of charm monster, scroll of break enchantment, dust of tracelessness*.

6835. Uldra and Mandrake | Monster

A sorceress dwells in this hex with her magic tiger. The pair dwells in a dungeon complex in the northern portion of the hex behind many layers of security. They sometimes wander the hills in search of adventure and odds and ends that can be used in Uldra's conjurations. Both are loners, and they not well-disposed to visitors.

Uldra is a tall woman, handsome but shy, who dresses in shades of blue with a string of pearls around her neck and her raven hair left unadorned. Her tiger, Mandrake, is blue in color with crimson stripes and emerald eyes. Once per day it can will a *force cage* into existence, losing its stripes in the process.

Treasure: 8000 gp, +1 leather armor, sword of wounding.

Mandrake the Tiger, Large Animal: HD 6; AC 14; ATK 2 claws (1d8 + rend) and bite (2d6); MV 40; SV 14; AL N; XP 600; Special—*Force cage* 1/day (see above).

Uldra, Human Sorcerer: LVL 12; HP 33; AC 10; ATK Dagger +3 (1d4-1); MV 30; SV 11; S8 I14 W16 D12 Cn10 Ch15; AL N; XP 1200; Special—

Alchemy, brew potion, sense magic, spells per day (5/5/4/3/2/1), spells known (6/6/6/6/5/3); Gear—*Potion of charm plants*.

Spells Known: 1—*Animate Rope, Disrupt Undead, Grease, Ill Omen, Mount, Ray of Frost*; 2—*Blur, Darkness, Glitterdust, Mirror Image, Spider Climb, Strength*; 3—*Clairentience, Flame Arrow, Gentle Repose, Heroism, Shockwave, Tiny Hut*; 4—*Creation I, Fear, Illusory Wall, Polymorph Self, Solid Fog, Wall of Fire*; 5—*Cloudkill, Hold Monster, Overland Flight, Transmute Rock to Mud, Wall of Force*; 6—*Freezing Sphere, Permanent Illusion, Summon Monster VI*.

6848. Zibbul | Town

DEMOGRAPHICS

Population 3,660 urban, 29,280 rural

Race Human

Religion Vinin

Alignment Lawful (LN)

Zibbul is the market town of the strange blue people of Palah (Nod 4, Hex 7502). The Palahi have golden hair and light grey eyes. They are a friendly folk capable of casting *charm person* at will. In Zibbul, they trade mineral salts dredged from an acid lake and smelted metals. Zibbul is a friendly, casual town with many inns and taverns serving not only the usual fare of the Palahi, a crystalline berry that tastes of salt and lime and sparking lavender wine, but also food edible to human beings.

The town is surrounded by sloped walls of white stone surmounted by battlements patrolled by 130 soldiers arrayed in chainmail and tall white turbans and armed with repeating crossbows and hooked cleavers. Zibbul's streets and markets are patrolled by guardsmen in shorter blue turbans and chainmail and armed with cleavers, man-catchers and long-bows. Guardsmen work in trios and each trio has a trained guard worm, a thick, white, eyeless creature that senses movement and "smells" out evil.

The lands around Zibbul are covered with plantations where their lavender vines that grow the crystalline berries. Their giant work snails traverse these fields, guided by handlers who stand on their shells and tap them with sticks.

The Zibbulis worship Vinin, who appears in numerous public idols as a short man of graceful build wearing a pointed, onion-shaped red helm, with a thick cutlass in one hand and a skull in the other.

Zibbul is governed by Lord Kadan, a bit of a dandy and dangerous with the ladies, but terribly charitable and absolutely honorable. His ten knights are armed as normal soldiers, save they also carry lances and they are mounted atop things that look like mechanical armadillos. Like their master, they are dashing rogues, but fearless and dedicated to Law.

Man-at-Arms, Medium Humanoid: HD 1; AC 15 (chain); ATK Cleaver (1d6+1) and man-catcher; MV 30; SV 16; AL N; XP 50; Special—None.

Palahi Knight, Medium Humanoid: HD 1+1; AC 17 (chain, shield); ATK Lance (1d8) or cleaver (1d6+1); MV 30; SV 16; AL N; XP 50.

Lord Kadan, Human Fighter: LVL 6; HP 17; AC 20 (plate armor, shield); ATK Battleaxe +6 (1d8+1); MV 30; SV 14; S14 I10 W8 D9 Cn10 Ch8; AL N; XP 600; Special—Riding, leadership, dominate; Gear—None.

6929. Dangerous Burrow | Monster

Several giant tortoises dwell in this hex in large burrows. They spend the day wandering, grazing on trees and shrubs and searching for water. At night they return to their burrows to sleep. Adventurers in this hex have a 3 in 6 chance of coming across the signs of a pursuit that ends in a small battleground – two dead gnolls and three dead human traders. Children's footprints lead away from the fight, into the hills.

The two children, Enish and Amaro, were coming back from the Cradle of the Sun with their parents when they were attacked by a band of gnolls. The surviving gnolls ran away with the pack mules, leaving the children to die in the hills. The kids have taken shelter in a giant tortoise burrow.

Giant Tortoise, Large Animal: HD 10; AC 17; ATK Bite (6d6); MV 15 (S20); SV 12; AL N; XP 1000; Special—None.

6932. Sedon | Village

Sedon (pop. 140 urban, 1,120 rural) is a religious community of exiles who worship the elemental earth queen Amethysta. The people are utopians who believe in a society without rules. The village has been successful so far, with people forming voluntary partnerships to overcome obstacles and charging those who do not participate to use the things that they make. Unfortunately, the utopia is beginning to fray as the harvest this year looks to be poor and many citizens are claiming they will die if they are not donated food. Sides are being taken and one woman, Alnwin, has become the most likely to assume dictatorial powers, as her three sons are the strongest in the village and the most willing to be violent.

7002. Amshar | Village

Amshar is a village (pop. 40) constructed amid seven springs, each one as clear and fresh as one could want. Caravans heading to Og or the Golden Steppe stop here to fill their water skins, so the locals do a good trade with them. Otherwise, they keep sheep whose wool they use to make felt.

7022. Amazon Traders | Monster

A troop of eleven blue amazons are on their way back home to Eryth [I9, 0626] west of Nomoi. The amazon warriors are coming back from Azsor where they traded with Great Mog for

adamantine. They are mounted on/in strange mechanical contrivances that look like giant ants. The amazons are not aware of what has taken place in Eryth since they left. The group is heading north to Offo's caravanserai [7119].

Mecha-Ant, Large Construct: HD 3; AC 18; ATK Bite (1d8), sting (1d4 + 1d4 acid); MV 50 (C20, B10); SV 15; AL N; XP 300; Special—None.

Blue Amazon, Medium Humanoid: HD 1+1; AC 10; ATK Fists (1d2); MV 30; SV 100; AL LG; XP 100; Special—MR 10%, immune to surprise.

7114. Athon | Village

Athon is a village (pop. 40 urban and 320 rural) of hard-working woodsmen, farmers and woodcarvers who chop away at scrub oaks in a hollow. The village is constructed above the hollow, on a high hill that was once home to an ancient town of devil-worshippers. This is probably why they are visited each night by hellcats in the woodland, screeching and yowling to keep the woodsmen from sleeping.

Hellcat, Large Outsider: HD 8; AC 20 [+1]; ATK 2 claws (1d8 + rend), bite (2d8); MV 40; SV 13; AL LE; XP 2400; Special—MR 20%, telepathy 120 ft., immune to fire and poison, invisible in light.

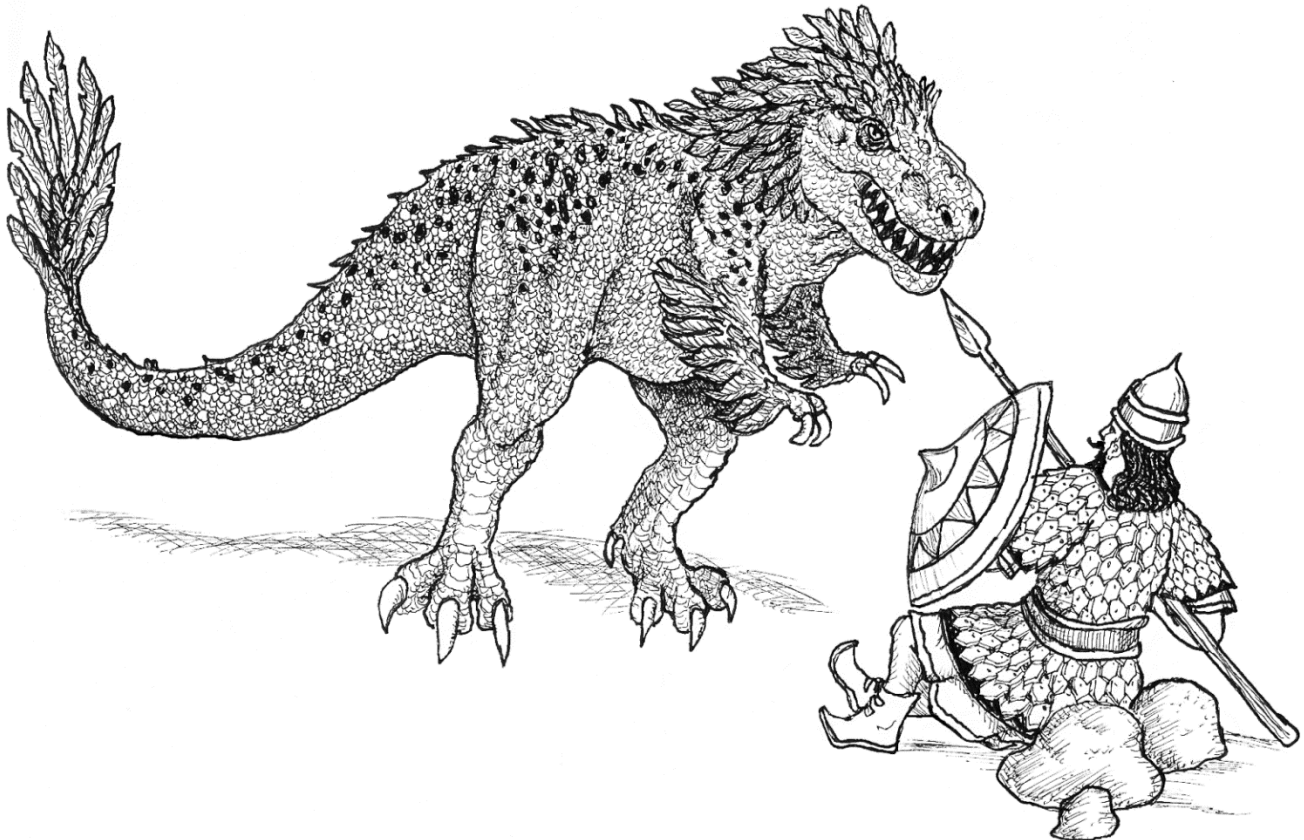
7119. The Caravanserai | Stronghold

An enterprising Venatian illusionist by the name of Offo has

constructed a fabulous caravanserai in this hex to support traffic from Mu-Pan. The caravanserai has tall walls of rust-colored brick and it is large enough to house 500 animals and their handlers. A spring within the caravanserai creates a large pool and channels carry this water into smaller watering holes outside, where people pitch tents when the fortress is full.

One corner of the caravanserai is a tall tower, wherein dwells Offo in splendor with several illusionist-clerks who record the names and goods of travelers. Caravan masters are invited to stay in Offo's plush apartments and to store their valuables in his underground vaults. Offo keeps three automaton valets who see to his and his guests' comfort.

Much of the caravanserai is an illusion, created entirely from the fondest dreams of Offo with the help of an alien entity called Jav. Jav dwells beneath the spring and it uses its psychic powers and strange chemical secretions to make Offo's dreams almost entirely real to the people who stay at the caravanserai. All he asks is a single sacrifice of one person each month. One murder a month for such a wonderful place to live - is that so much to ask? Offo and Jav use their abilities to wipe the memory of the person from their companions. If people get too close to the truth they are set upon by nightmare beasts after they leave the caravanserai. The mindless husks of the victims are hidden in the vaults beneath Offo's manse.



Automaton, Medium Construct: HD 1+1; AC 16; ATK Fists (1d4) or mace (1d6+2); MV 30; SV 16; AL N; XP 100; Special—Immune to disease and poison, resistance to electricity.

Apprentice: Human Illusionist: LVL 1; HP 4; AC 10; ATK 1 weapon +0; MV 30; SV 15; AL N; XP 100; Special—Alchemy, lore, spells per day (2), create scrolls; Gear—None.

Apprentice Spellbook: 1—*Audible Glamer, Change Self, Color Spray, Phantasmal Force, Read Magic*.

Offo, Human Illusionist: LVL 6; HP 14; AC 9; ATK Dagger +3 (1d4+1); MV 30; SV 13; S13 I13 W11 D8 Cn10 Ch16; AL N; XP 600; Special—Alchemy, lore, spells per day (5/3/2), create scrolls, arcane knowledge (flash powder, compass); Gear—None.

Spellbook: 1—*Audible Glamer, Change Self, Color Spray, Daze, Phantasmal Force, Read Magic, Reduce Person*; 2—*Daze Monster, Invisibility, Phantasmal Force II*; 3—*Displacement, Spectral Force*.

7129. Jehare's Castle | Stronghold

The warlord Jehare, a former member of the Mongrel Horde of the steppe, conquered a human stronghold in this hex many years ago and has ruled it ever since. A beastman, he has mellowed over the years, becoming a kindlier master as his fur has grayed. Jehare has 30 beastmen under his command, as well as 200 kobold and goblin miners who dig iron out of the landscape and otherwise hunt in the hills. A gremlin, Slann, serves as major domo and court magician.

Jehare and his people are dangerous, but they are less dangerous than most and all fear to violate Jehare's terms of hospitality. In fact, a family of traders who had become lost recently stayed here, only to be pursued by gnolls [6929]. Jehare took a real shine to the children, Enish and Amaro and will happily give them shelter in his castle.

Treasure: 6600 cp, 4200 sp, small amethyst (100 gp), small bloodstone (1 gp), small jacinth (1 gp), medium jargoon (5 gp).

Kobold, Tiny Humanoid: HD ½; AC 14 (leather, buckler); ATK Short sword (1d6); MV 20; SV 17; AL CE; XP 25; Special—None.

Goblin, Small Humanoid: HD 1-1; AC 13; ATK Sword (1d6); MV 20; SV 16; AL CE; XP 50; Special—None.

Beastman, Medium Humanoid: HD 2+1; AC 12; ATK Spear (1d8); MV 30; SV 16; AL CE; XP 50; Special—Surprise (3 in 6), surprised (1 in 6).

Slann, Gremlin Sorcerer: LVL 3; HP 9; AC 10; ATK Dagger +1 (1d4); MV 30; SV 14; S12 I11 W10 D10 Cn9 Ch15; AL CE; XP 300; Special—Gremlin traits, alchemy, brew potion, sense magic, spells per day (5), spells known (5); Gear—None.

Spells Known: 1—*Dancing Lights, Endure Elements, Hold Portal, Mind Thrust, Summon Monster I*.

Jehare, Beastman Barbarian: LVL 12; HP 87; AC 21 (splint, +1 shield); ATK Longsword +11 (1d8+2); MV 40; SV 10; S17 I18 W13 D17 Cn15 Ch12; AL N; XP 1200; Special—Beastman traits, climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 4/day, surprised (1 in 6), no bonus for flanking or back attack; Gear—*Scroll of aberration, ring of x-ray vision, horseshoes of the zephyr*.

7132. Watering Hole | Wonder

The hills here are relatively dry, but there is a single watering hole at about the center of the hex swathed in tall, crooked salt cedars. Monster encounters occur in this hex on a roll of 1-3 on 1d6, and at the watering hole on a roll of 1-5 on 1d6.

7144. Zord | Village

Zord is a large village (pop. 400) of outcasts united in their dislike of authority and love of the easy life. People from all over the surrounding regions can be found here, many of them ex-thieves or adventurers.

The Zordlings have no nobility. They have a tradition of dunking aristocrats who proclaim their titles and demand their privileges in wine barrels. This is a good-natured dunking, but it can get a little rough. Those who are dunked are declared reborn as commoners and thus fit company. The new commoner is clapped on the back and treated to sausages, loaves of rye bread spread with thick butter and bowls of steaming wine, along with much dancing and singing. Those who reject this treatment are roughly thrown out of the village.

Although the people of Zord come from many walks of life, here they practice the trades of normal folk – innkeepers, farmers, herdsmen, etc. Each person here has a 4 in 6 chance of being an ex-adventurer and thus a member of a random class with 1d4 levels. In Zord, your barber may also be a druid, your waitress a magic-user. The Zordlings do not like trouble – they retired here to find peace. Those who make trouble are set upon with extreme hostility.

JMS



NEW CLASS

THE PROPHET

Illustration by David Lewis Johnson

The prophet is a person destined to be the leader of a new religion ... if they can live long enough. Starting out in life, they are touched by a deity and tasked with leading or converting people to the worship of their deity. They must eventually lead these people into the wilderness to found a new kingdom. The deity they worship should be one that is, as yet, minor in stature, or a forgotten major deity. With the prophet's help, they will be forgotten no longer.

Requirements & Restrictions

A prophet must have a minimum wisdom score of 13 and a minimum charisma score of 9. Prophets can use any armor, shield and weapon, but the use of some items harms their ability to request miracles.

Prophet Abilities

A prophet does not technically cast spells. Instead, he prays for miracles. A prophet is allowed a limited number of miracles of each level per day. He does not need to prepare his miracles in advance; as long as he has access to a level of miracles, he can ask for any of them at any time. The prophets' miracles are listed at the end of this article.

While prophets are not technically restricted in their use of arms and armor, their deity, as a test of their faith, restricts them to leather armors, no shields and light weapons. If a prophet decides to use heavier armor or weapons, they suffer a percent chance of miracle failure as follows:

Restricted Equipment	Miracle Failure
Medium weapon	+10%
Heavy weapon	+15%
Missile weapon	+10%
Mail armor	+10%
Plate armor	+20%

The chance of miracle failure should be rolled when the prophet beseeches his or her deity for a miracle. If the miracle fails, the deity has forsaken their prophet.

Prophets turn undead as if they were clerics.

A prophet adventures to amass worshippers for his deity. To this end, he must take every opportunity to preach before the multitudes, attempting to convert them to his faith. The prophet can attempt to convert groups of creatures with 0 to 1 HD, or individuals with 2 or more levels/HD and with fewer levels/HD than the prophet.

To convert groups, the prophet must roll 1d20 under his charisma score. If this roll is successful, the prophet converts a number of people in the group equal to 1d4 plus his level. The prophet's effective charisma score for this roll is lowered by the following factors:

Factor	Penalty
Difference in alignment (Law – Neutral – Chaos) (1 step)	-2
Difference in alignment (Law – Neutral – Chaos) (2 steps)	-6
Dedicated to a different faith	-4

The process is the same for converting individuals, with an additional penalty to effective charisma equal to the level or Hit Dice of the target.

Successfully converted people join the prophet's cult. When high level individuals join the cult, the TK should determine important details about them (name, class if any, etc.).

There is a 1 in 6 chance per converted person that they become zealots to their new faith. Zealots need never check their morale. Others may lose faith in the face of hardships (as determined by the TK). When this happens, the prophet must make a new conversion check for each individual. If he fails, they return to their homes and their old way of life.

A prophet must take care of his followers, providing them with food and water, protecting them from danger, providing some manner of shelter (tents at a minimum) and healing them when they are wounded or sick.

For one battle per day, the prophet can grant a benefice to his warrior-followers in battle. As the prophet's level increases, he gains additional benefices he can grant. Each benefice can be granted for one battle per day, and only one benefice can be granted per battle.

Prophet

Level	Benefice
1-3	+1 to saves and morale checks
4-6	+1 to saves, morale checks and attack
7-12	+1 to saves, morale checks, attacks and damage
13+	+2 to saves, morale checks, attacks and damage

At 6th level, one of the prophet's existing followers becomes his acolyte. The prophet's acolyte gains new abilities as the prophet gains levels.

Prophet Level	Acolyte Title	Special Abilities
6	Convert	+1 Hit Dice
7	Believer	+1 Hit Dice, spells as 1st level prophet
8	Devotee	+1 Hit Dice
9	Cohort	+1 Hit Dice, immune to fear
10	Companion	+1 Hit Dice
11	Proselyte	+1 Hit Dice, spells as 2nd level prophet
12	Sectary	+1 Hit Dice
13	Votary	+1 Hit Dice, spells as 3rd level prophet
14	Disciple	+1 Hit Dice

A prophet with fewer than 10 followers by 6th level must perform a quest or lose his ability to request miracles. The same applies to prophets with fewer than 25 followers at 7th level, fewer than 50 followers at 8th level or fewer than 100 followers at 9th level and each level beyond.

When a prophet is killed, he has a 1% chance per level of experiencing an apotheosis. When an apotheosis occurs, the prophet transforms into an outsider of the same alignment and with roughly as many Hit Dice as the prophet had levels. In this form, the prophet remains in the material plane for one minute per level. Thereafter, he is called to his home plane and disappears forever unless resurrected. If resurrected, the prophet returns in his original body, not as an outsider.

1st-level Miracles

Aid	Bless/Bane
Choir	Command I
Comprehend Languages	Cure Light Wounds
Detect Evil/Good	Detect Magic
Light/Darkness	Multiply Food & Water *
Protection from Evil/Good	Remove/Cause Fear
Summon Nature's Ally I	Sustenance *

2nd-level Miracles

Augury	Buoyancy *
Calm Emotions	Chant
Consecrate	Cure Moderate Wounds
Enthrall	E.S.P.
Find Traps	Gentle Repose
Know Alignment	Levitate
Remove Paralysis	Speak with Animals
Summon Nature's Ally II	Summon Swarm

3rd-level Miracles

Cause Disease	Continual Light
Create Food & Water	Cure Blindness/Deafness
Cure Disease	Cure Serious Wounds
Darkness II	Daylight
Dispel Magic	Fly
Hold Person	Locate Object
Magic Vestment	Prayer
Protection from Evil/Good II	Remove/Bestow Curse
Searing Light	Summon Nature's Ally III
Tongues	Water Walk

4th-level Miracles

Blight	Charm Monster
Control Water	Cure Critical Wounds
Dismissal	Divination
Flame Strike	Neutralize Poison
Planar Ally I	Restoration
Smite	Sticks to Snakes
Summon Nature's Ally IV	Tongues

5th-level Miracles

Atonement	Awaken
Bilocation *	Break Enchantment
Command II	Commune
Contact Other Plane	Hallow/Unhallow
Healing Circle	Hold Monster
Insect Plague	Magic Resistance
Raise Dead	Slay Living
Summon Nature's Ally V	True Seeing

6th-level Miracles

Banishment	Find the Path
Forbiddance	Heal/Harm
Move Earth	Quest
Summon Nature's Ally VI	Wind Walk

7th-level Miracles

Astral Projection	Control Weather
Create Clay Golem *	Earthquake
Holy/Unholy Aura	Holy/Unholy Word
Summon Nature's Ally VII	Transmute Matter *

New Spells

Bilocation (Conjuration)

Level: Prophet 5
Range: Personal
Duration: 1 minute

For one minute, the prophet can be in two places at once. Each version of the prophet can carry out movement and actions as normal. The second version can appear within 1 mile per prophet level of the first. When the second version disappears, any damage or other effects he sustained, or any items he took possession of, return to the first version.

Prophet Advancement Table

Level	Experience Points	Hit Dice	Attack Bonus	Saving Throw	Title	Miracles per Level per Day						
						1	2	3	4	5	6	7
1	0	1d6	+1	15	Advocate	2	-	-	-	-	-	-
2	2,250	2d6	+1	14	Speaker	3	-	-	-	-	-	-
3	4,500	3d6	+2	14	Visionary	3	-	-	-	-	-	-
4	9,000	4d6	+2	13	Preacher	4	1	-	-	-	-	-
5	18,000	5d6	+2	13	Teacher	4	2	-	-	-	-	-
6	36,000	6d6	+3	13	Lawgiver	4	2	-	-	-	-	-
7	72,000	7d6	+3	12	Seer	5	2	1	-	-	-	-
8	140,000	8d6	+4	12	Deliverer	5	3	2	-	-	-	-
9	280,000	9d6	+4	11	Prophet	5	3	2	-	-	-	-
10	420,000	10d6	+4	11	Prophet	5	4	2	1	-	-	-
11	560,000	+2 hp	+5	10	Prophet	6	4	3	2	-	-	-
12	700,000	+2 hp	+5	10	Prophet	6	4	3	2	-	-	-
13	840,000	+2 hp	+6	10	Prophet	6	4	4	2	1	-	-
14	980,000	+2 hp	+6	9	Prophet	6	5	4	3	2	-	-
15	1,120,000	+2 hp	+6	9	Prophet	6	5	4	3	2	-	-
16	1,260,000	+2 hp	+7	8	Prophet	6	5	4	4	2	1	-
17	1,400,000	+2 hp	+7	8	Prophet	6	5	5	4	3	2	-
18	1,540,000	+2 hp	+8	7	Prophet	6	5	5	4	3	2	-
19	1,680,000	+2 hp	+8	7	Prophet	6	5	5	4	4	3	1
20	1,820,000	+2 hp	+8	6	Prophet	6	5	5	5	4	4	2

Buoyancy (Transmutation)

Level: Prophet 2

Range: 30'

Duration: 1 minute

One object within 30' designated by the caster becomes buoyant in water and floats to the surface.

Create Clay Golem (Evocation)

Level: Prophet 7

Range: Touch

Duration: 10 minutes per level

By fashioning a roughly human-sized and shaped object out of clay and inscribing a magic sigil on its head, the prophet can cause it to become a clay golem for 10 minutes per level.

Multiply Food & Water (Evocation)

Level: Prophet 1

Range: Touch

Duration: Instantaneous

This miracle takes existing food and water and multiplies, creating one extra portion per prophet level.

Sustenance (Abjuration)

Level: Prophet 1

Range: Personal

Duration: Instantaneous

The prophet can go without food, drink and sleep for one day, but must sacrifice one point of constitution to do so. This constitution point cannot be healed while this spell is in effect. A prophet could therefore use sustenance for 7 days straight, but would be without seven points of constitution on the seventh day and would suffer the normal effects of a lower constitution. Constitution points sacrificed for this spell return at the rate of one per day of rest.

Transmute Matter (Transmutation)

Level: Prophet 7

Range: Touch

Duration: 24 hours

The prophet can transmute matter from one form to another, thus lead to gold or steel to adamantite. At the end of this time, the object must pass an item saving throw (as its original form) or disintegrate.

MASTERS OF THE AN-KI

Illustrations by Joel Carroll

When the Bronze Age Mesopotamians were not digging canals or conquering one another, they spent their time inventing a wonderful pantheon of gods and goddesses – or at least fleshing out entities handed down to them from their predecessors ... whoever they might have been. One reason for this plethora of deities was the number of cultures that occupied Mesopotamia or lived very nearby, including the Elamites, Hittites, Hurrians, Hattians, etc.

This article attempts to shed light on the major deities of the region, and some of the more colorful minor deities. Since the details on many of these deities have been lost in the mists of time, the author has taken the liberty of inventing some details to make them playable in a fantasy game.

Divine Powers

The following rules apply to all deities and demi-deities, but not to mortal heroes.

All Deities

All deities are outsiders. They are immune to poison and disease, but not to supernatural diseases like mummy rot. Their magic resistance does apply against supernatural disease.

All deities can use the following spells at will: *Command II*, *comprehend languages*, *detect evil*, *detect good*, *gate*, *geas*, *quest*, *tongues*, *teleport without error* and *true seeing*.

All deities have the power to regenerate.

All deities inspire awe in mortal creatures that see them. A creature in awe is stunned. They may defend themselves, but may not take any offensive actions against the deity.

The rulers of pantheons gain a bonus of 20 hit points. They can inspire awe in the minor deities of their pantheon.

Major Deities

Major deities roll d20 for Hit Dice and have maximum hit points. They can assume any size from tiny to huge and are only harmed by +3 or better weapons.

Major deities are immune to enchantment and illusion spells of 5th level and lower. They can cast *shapeshift*, *plane shift* and *raise dead* at will.

Major deities can inspire awe in minor deities, demi-deities and mortals. Saving throws against this power are made at a -5 penalty to the roll.

Major deities can sense all that happens within 100 miles of themselves or their worshippers. They can communicate with any creature across time and space and can grant their priests spells up to 9th level in power.

Minor Deities

Minor deities roll d12 for Hit Dice and have maximum hit points. They can assume any size from small to large and are only harmed by +2 or better weapons.

Minor deities are immune to enchantment and illusion spells of 3rd level and lower. They can cast *shapechange*, *raise dead* and *plane shift* three times per day.

Minor deities can inspire awe in demi-deities and mortals. Saving throws against this are made at a penalty of -3.

Minor deities can sense all that happens within 10 miles of themselves or their worshippers. They can communicate with their worshippers through dreams and can grant their priests spells up to 6th level in power.

Demi-Deities

Demi-deities roll d10 for Hit Dice and have maximum hit points. They are only harmed by +1 or better weapons.

They are immune to 1st level enchantment and illusion spells.

Demi-deities can inspire awe in mortals. Saving throws against their awe inspiration are made at a penalty of -1 to the roll.

Demi-deities can sense all that happens within 1 mile of themselves or their worshippers. They can grant their priests spells up to 4th level in power.

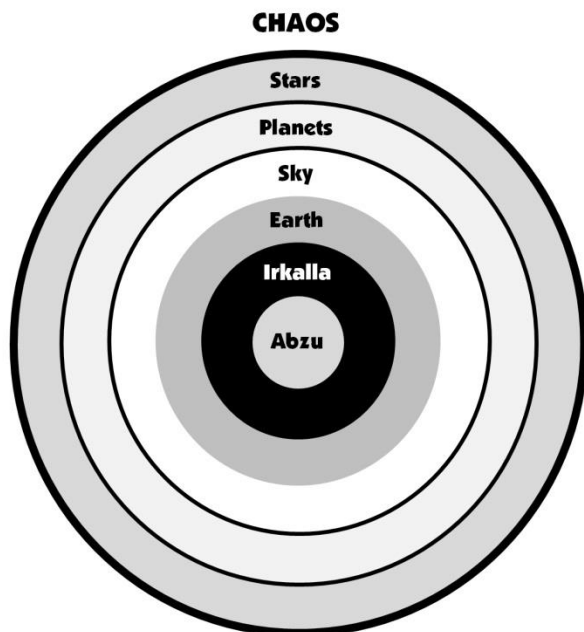
Mesopotamian Cosmology

The Mesopotamians worshipped over 2,000 deities, many of them associated with a particular city-state. As the Mesopotamian city-states were constantly at war, with new leaders among cities arising from time to time, so did the leadership of the gods transfer from Anshar to Anu to Enlil to Marduk, with perhaps Teshub taking the helm for a time as well.

In the reckoning of the Mesopotamians the universe is a sphere, with three layers of earth in the center surrounded by three layers of heaven. The gods dwell in mansions atop a tall mountain surrounded by a cedar forest that is guarded by Humbaba. The gods might also dwell among the stars, which reside in the highest layer of the heavens.

Before there was a cosmos, there were two entities, Abzu and Tiamat, who represented fresh water and salt water. These entities birthed the gods, who later usurped Abzu's power by putting him in a magical slumber from which he could not awake. In revenge, Tiamat created monsters to slay the gods, but was herself slain by Marduk. He used her body to create the heavens and earth.

The dome of heaven is a solid structure that keeps the primordial substance of Chaos/Tiamat out of the cosmos. Below the heavens is the solid earth on which humans live and from which they were created using the blood of Kingu. Beneath the solid earth is cavernous void called Irkalla, wherein dwell the spirits of the dead. Below that is Abzu, the primordial sweet water where dwells Enki and his retinue.



Irkalla is the land of the dead. Kur was the first dragon, who was slain by Enki when he descended into the underworld to rescue the kidnapped Ereshkigal. Ereshkigal went on to rule the spirits of the dead as their warden and queen and was later joined by Nergal when he was punished by the gods.

To enter Irkalla, one must pass through seven gates. Each gate has a guardian who demands as a toll a piece of clothing, a weapon or jewelry. Why would one enter Irkalla? They might enter because the spirits of those wrongly killed can be released from Irkalla if another person takes their place.

The spirits of the dead are called *gidim* or *etemmu*. They form at the time of a person's death, taking on their memory and personality and then making an arduous journey to Irkalla. Of course, those who die by fire or in the desert do not form a spirit at all. Once spirits have made it beyond the seven gates they enter the court of Annunaki, where they are judged and assigned a role in Irkalla. The afterlife of Irkalla is much as life on earth. Each spirit has a job which might be very different from what they did in life. A king might be made to dig ditches while a former slave oversees him.

Living people are expected to make offerings of food and drink to the spirits of their ancestors. This eases their burden. Spirits not so placated might bring misfortune and sickness to the living, though these spirits are punished by Utu when he descends each night into Irkalla to judge the dead.

Mesopotamian Deities

Anu (An)

Lord of Constellations, Spirits and Demons, Supreme Ruler of Heaven, King of the Gods

Rank: Major Deity

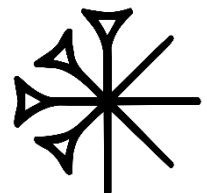
Portfolio: Sky, stars, judgment

Servants: Angels

Priests: None

Symbol: Crown

Alignment: Law (LG)



Anu is the father of the gods and the personification of the vault of heaven. He alone is empowered to judge both gods and mortals. Anu communicates with the other gods through his son Enlil, who alone may approach his throne.

Anu appears as a tall man with gold skin and eyes as black as the void. He has four golden wings sprouting from his back that shine with white, heavenly light and a tall crown on his bearded head. He wears a white kilt and carries a lightning

bolt in each hand. Anu sometimes enters battle standing on the back of a pure white bull of heaven.

Anu has fathered many deities through many goddesses, though his official consort is Ki. Among his children are Enki, Enlil, Ninhursag, Ninkikurga, Nidaba, Baba and Haya. Anu's father is Anushar, a personification of the earth. With the help of his son Enlil and his grandson Teshub, Anu defeated his father to become the first king of the gods.

Anu does not have priests, for he is far removed from humanity and has no communion with them. His agents are the lesser gods and their servants and priests.

Anu's month, the "month of sanctuary", runs from March 20 to April 19, and is the first month of the year.

Anu, Medium Outsider: HD 25 (500 hp), AC 25 [+4], ATK +5 *footman's mace* (5d6 + 3d6 electricity), MV 60' (Fly 250'), SV 2, SA—Regenerate, MR 80%, magic use (cleric and druid spells, up to 9th level), disintegrating gaze, inspire awe, magic immunity, immune (cold, disease, electricity, fire, mind effects, poison), resistance (acid, sonic); SP—*Command II, comprehend languages, control wind, detect evil/good, gate, geas, holy word, know alignment, lightning bolt (3 bolts, 10 mile range) •••, plane shift, quest, raise dead, shapechange, suggestion, teleport without error, tongues, true seeing*

Enbilulu

Lord of Abundance, Opulence and Ample Crops

Rank: Minor Deity

Portfolio: Canals, irrigation, geometry

Servants: Water elementals, polyhedroids

Priests: Druids

Symbol: Square within a circle

Alignment: Neutral (N)

Enbilulu was put in charge of the sacred rivers Tigris and Euphrates (or Giyon and Pishon in NOD) by Enki and so is the god of irrigation and farming. He can answer questions concerning all rivers and streams and all that has happened on or near them. Enbilulu knows the secrets of subterranean waterways, all of the subtle geometries of the Earth and the secrets of metals and stone. Wherever water may seep, Enbilulu is there, watching and learning.

The deity's priests are men and women of the people. They help the farmer to farm and the builder to build and are learned in many arts including mathematics and architecture. Their knowledge of the subterranean world makes them invaluable to dungeon adventurers. When adventuring, a priest of Enbilulu is wont to give thanks when subterranean fresh

water is found, smearing it upon his or her own head, and on the heads of comrades as a blessing.

Enbilulu, Medium Outsider: HD 15 (180 hp), AC 20 [+2], ATK +1 *quarterstaff* (2d6), MV 30' (Fly 60', Swim 60'), SV 2, SA—Regenerate, MR 65%, magic use (druid, up to 5th level, magic-user, up to 9th level), inspire awe, magic immunity, immune (disease, poison), resistance (cold); SP—*Command II, comprehend languages, control water, create water, detect evil/good, gate, geas, legend lore, move earth, plane shift, quest, raise dead, shapechange, teleport w/o error, tongues, true seeing*



Enki (Ea, A'sas)

Lord of the Earth

Rank: Major Deity

Portfolio: Crafts, mischief, water, wisdom and creation

Servants: Elohim, water elementals

Priesthood: Druids, clerics (trickery cult)

Symbol: Capricorn

Alignment: Law (NG)

Enki is the son of Anu. His consort is the fertility goddess Ninhursag. Enki was among the gods who cast a *sleep* spell on Abzu, the primordial ocean, so that he could be confined to the depths of the earth. Enki's attendant is Isimud.

As the Lord of Water, Enki is the fertilizer of the earth. After he lay with Ninhursag she gave birth to Ninsar, Lady Greenery. When he later came upon Ninsar and did not know her to be his daughter, he laid with her and fathered Ninkurra, Lady Pasture. He later lay with Ninkurra and fathered Uttu the Spi-

der, the Weaver of the Web of Life. Returning to Ninhursag, he fathered the gods of healing the body.

When the children of the gods refused to work for the elder gods, they decided to create humanity as a slave race to work for them. Enki advised that humanity be created out of clay and blood, and though he opposes using the blood of Kingu for the task, he eventually consented and helped create humanity. This has always made him an ally of human beings, interceding to save humanity from the fury of Enlil.

Enki's association with reeds, an important building material, also associates him the underworld since the bodies of the dead were carried outside the city where reeds collected.

As a god of craftsman, Enki expects his priests to be equally crafty. Enki's priests are sometimes wise fools, and move with equal ease among the commoners and nobility. They enjoy riddles, and shaking up the status quo. As Enki dwells in the Garden of Paradise, so his temples are surrounded by lush gardens and possessed of sacred pools.

Enki's month, the month of the bull, is from April 20 to May 19.

Druids admitted to Enki's cult are taught the spell *merform*.

Enki, Medium Outsider: HD 20 (400 hp), AC 22 [+3], ATK *+4 footman's mace* (3d6 + 1d6 cold), MV 30' (Fly 60', Swim 120'), SV 2, SA—Regenerate, MR 50%, magic use (druid spells, up to 9th level, magic-user spells, up to 7th level), control aquatic creatures and arachnids, inspire awe, +1d6 damage to evil creatures, turn undead, magic immunity, immune (cold, disease, poison, spells up to 6th level); SP—*Blink, command II, comprehend languages, control water, create water, cure disease •••, cure serious wounds •••, detect evil/good, entangle, gate, geas, merform, plane shift, quest, raise dead, shapechange, teleport without error, tongues, true seeing*

Merform (Transmutation)

Level: Druid 4

Range: Touch

Duration: 6 hours

The recipient of this spell changes into a merman or mermaid when they are immersed in water. When they leave the water, they change back to their natural form. In *merform*, they gain the swim speed of a merman and their ability to breathe underwater, but otherwise retain all special abilities they normally have that do not require the presence of legs.



Enlil (Ashur, Kumarbi)

Lord of the Storm

Rank: Major Deity

Portfolio: Breath, wind, weather, dimensions

Servants: Archons

Priesthood: Druids

Symbol: Ziggurat

Alignment: Neutral (LN)

Enlil is the husband of Ninlil and the father of Sin, Ninurta, Nergal, Nisaba and Teshub. As a young god he was banished to the underworld as punishment for seducing the goddess Ninlil, with whom he was later wed. She followed him and there bore him his first child, the moon god Sin.

Enlil can be a very angry god. After creating humanity to serve as a slave race to the gods, Enlil grew tired of their noise and confusion and attempted to destroy them with a flood. One mortal, Utnapishtim, survived the flood with Enki's assistance and was made immortal by Enlil after his fury had subsided.

"Enlil! his authority is far-reaching; his word is sublime and holy. His decisions are unalterable; he decides fate forever! His eyes scrutinize the entire world!"

– Prayer to Enlil

Enlil is the only god who may communicate with Anu. This gives him sway over the other gods. His kingship was later usurped by others, including Marduk.

Enlil's priests are advisors to kings and upholders of royal authority. They dress in rich habiliments and wield magic or

silver weapons as a sign of their authority. When they are defied, the priests of Enlil unleash their rage. The kings of men vie with one another to build the finest temple to Enlil.

Enlil's month runs from February 20 to March 19 and is the last month of the year.

Druids admitted to Enlil's cult are taught the cult spell *deluge*.

Enlil, Medium Outsider: HD 20 (400 hp), AC 22 [+3], ATK +4 *throwing axe* (4d6 + 2d6 electricity + *dispel magic*; returns to hand after being thrown), MV 30' (Fly 90'), SV 2, SA—Regenerate, MR 50%, magic use (druid, up to 9th level, magic-user, up to 8th level), inspire awe, magic immunity, immune (disease, electricity, poison), resistance (cold, sonic), ignores one weapon attack per round, surprised on 1 on 1d6; SP—*Call lightning, command II, comprehend languages, control weather, control wind, deluge, detect evil/good, E.S.P., gate, geas, lightning bolt (3 bolts, 1 mile rage) •••, plane shift, quest, raise dead, shapechange, teleport without error, tongues, true seeing*

Deluge (Evocation)

Level: Druid 6

Range: 10'

Duration: 7 rounds

This spell raises from the ground a pillar of water 5' in diameter and a number of feet tall equal to the druid's level. The pillar then collapses and flows outward with such force that all creatures within 30' must roll 1d20 under their strength score to avoid being knocked over for 1d6 damage. The pillar may fill a small area it with water. The water disappears in 7 rounds, seemingly seeping into the ground.

Ereshkigal (Irkalla, Lelwani, Ninkigal)

Queen of the Great Earth, Queen of the Underworld

Rank: Major Deity

Portfolio: Death

Servants: Devils, the undead

Priests: Anti-clerics (death)

Symbol: Skull

Alignment: Chaos (LE)

Ereshkigal is the queen of the underworld, Irkalla. She is the sister of Ishtar, with whom she has a strained relationship. Her husband is Nergal, the plague god, who was in ancient times exiled to Irkalla when he did not treat Namtar, Ereshkigal's vizier and son by Enlil with due courtesy.

Ereshkigal appears as a gaunt woman with narrow eyes and prominent cheekbones. Her skin is pallid, like that of a corpse,

but without blemish. She is dressed in Sumerian finery, and might be found holding a human skull or a skull-topped mace.

The priests of Ereshkigal are in charge of funeral rites and protecting the dignity of the dead, the citizens of their goddess' kingdom. They are as commanding as the priests of Enlil and just as furious when they are defied.

The ancient Greeks syncretized Ereshkigal with Hecate.

Anti-clerics in her cult are taught the spell *speak with ancestor*.

Ereshkigal, Medium Outsider: HD 20 (400 hp), AC 22 [+3], ATK +3 *footman's mace* (3d6 + 1 level energy drain), MV 30' (Fly 60'), SV 2, SA—Regenerate, MR 65%, magic use (cleric spells, up to 5th level, magic-user spells, up to 6th level), inspire awe, rebuke undead, magic immunity, immune (death attacks, disease, energy drain, poison), resistance (cold, fire); SP—*Command II, comprehend languages, create undead, detect evil/good, fear, gate, geas, plane shift, quest, raise dead, ray of enfeeblement, teleport without error, tongues, true seeing*

Speak with Ancestor (Necromancy)

Level: Cleric 1

Duration: Instantaneous

If the cleric makes offerings of food and water to their ancestors, they may ask them a question concerning the past or concerning the current goings-on in Irkalla. If the question is about something the ancestor should know personally, the answer comes immediately. If not, it comes in 1d10 minutes.



Gilgamesh (Bilgamesh, Gilgamos)

Rank: Demigod

Alignment: Law (LG)

Gilgamesh is perhaps the first great demi-god hero in world literature. Possessed of super strength and heroic resolve, he built the walls of Uruk, went on adventures with his boon companion Enkidu and eventually went on a quest to find the immortal sage Utnapishtim, who survived the Great Flood. Upon his death, the Euphrates was diverted that he might be buried beneath the riverbed.

Gilgamesh is the son of the goddess Ninsun and the mortal King Banda. While he is a good, just king and a fine protector of his people, Gilgamesh is also headstrong and rash.

Gilgamesh, Medium Outsider: HD 12 (120 hp), AC 18 [+1], ATK +2 *footman's mace* (3d6) or 2 strikes (2d8), MV 60', SV 2, SA—Regenerate, MR 10%, magic use (druid spells, up to 3rd level), inspire awe, +2d6 to monsters and giants, track as ranger, barbarian rage 2/day, magic immunity, immune (charm, disease, poison, slow, geas, quest); SP—*Command II, comprehend languages, detect evil/good, gate, geas, quest, righteous might, teleport w/o error, tongues, true seeing*

Humbaba the Terrible

Guardian of the Cedar Forest

Humbaba is the son of Hanbi, the Lord of Evil, and brother of Pazuzu, the demon lord of aerial creatures. Humbaba guards the cedar forest wherein the gods dwell. He was assigned this task by Enlil and raised and trained by Utu.

Humbaba is the size of a storm giant with a face like a snarling lion with a wild beard and unruly hair. His body is covered in spiky scales, his hands and feet end in talons and he has two horns on his head. His tail ends in the head of a snake.

While Humbaba looks terrifying, he is not evil. Raised by Utu, he is lawful and good, and beloved by the gods and the animals of the woodland he protects.

Humbaba, Huge Outsider: HD 16 (160 hp), AC 19 [+1], ATK 2 claws (1d6) and bite (3d6), MV 40' (Climb 40'), SV 2, AL LG, SA—Regenerate, MR 25%, petrifying gaze (as medusa), fatiguing roar (as dragonne), breath fire (60' cone, 6d6 damage); SP—*Detect evil, prismatic sphere •, true seeing*



Ishtar (Inanna, Hannahanna, Shaushka)

Lady of Heaven, Binding Promise

Rank: Major Deity

Portfolio: Fertility, love, war

Servants: Fey, dragons

Priests: Druids, clerics (fighting)

Symbol: Eight-pointed star

Alignment: Neutral (CN)

Ishtar is the daughter of Sin and Ningal. She is the twin sister of Utu. As a goddess of love, she had many lovers, divine, mundane and even animal. She is a fickle lover and those she favors often come to a sticky end when she tires of them.

Perhaps the most important myth of Ishtar is her descent into Irkalla. Approaching the first gate, she told the keeper:

*If thou openest not the gate to let me enter,
I will break the door, I will wrench the lock,
I will smash the door-posts, I will force the doors.
I will bring up the dead to eat the living.
And the dead will outnumber the living.*

The gatekeeper, on Queen Ereshkigal's instruction to obey the ancient customs, obeyed Ishtar but required that at each of the seven gates she remove an article of clothing. Once she was in Irkalla, Ishtar flew into a rage and attacked Ereshkigal. This led to her imprisonment. While imprisoned, all sexual activity on earth ceased. This concerned the great gods, who managed to release her on the condition that she sent someone down in her place. She decided to send her husband, Tammuz, who did

not to mourn her absence. Ultimately, Tammuz was required to spend only half of the year in Irkalla.

Ishtar appears as a fierce, stately, beautiful woman with wings on her back. She is accompanied by seven celestial lions which sometimes pull her chariot. She carries a +3 *azure mace* that permits her to convert a spell directly into magical damage (one dice per level of spell so sacrificed).

Ishtar's priestesses might be hierodules, temple prostitutes who provide sexual services at the goddess' temples to those willing to pay heavy fees. If you find this sort of thing offensive or awkward, feel free to keep it out of your campaign.

Ishtar's month runs from August 20 to September 19. Her astrological embodiment is Scorpio and she is the mother of the Sebitti (the Seven Stars) by Anu. The seven are minor war deities who follow the god Erra into battle.

Clerics and druids admitted to Ishtar's cult are taught the spell *crystal blue persuasion*.

Ishtar, Medium Outsider: HD 20 (400 hp), AC 24 [+3], ATK +3 *footman's mace* (4d6), MV 30' (Fly 60'), SV 2, SA—Regenerate, MR 65%, magic use (cleric spells, up to 5th level, druid spells, up to 8th level, magic-user spells, up to 9th level), inspire awe, turn undead, +1d6 damage to undead, backstab +4d6 damage, magic immunity, immune (animal attacks, cold, disease, fire, poison), surprised (1 in 6); SP—*Animate object, charm monster •••, charm person, command II, comprehend languages, crystal blue persuasion •••, detect evil/good, gate, geas, heroism •, plane shift, quest, raise dead, shapechange, suggestion, teleport without error, tongues, true seeing*

Crystal Blue Persuasion (Enchantment)

Level: Cleric 4, Druid 4

Range: 60'

Duration: Instantaneous

With this spell, the priest fires a translucent blue ray at a single target. If that target fails a saving throw, they are affected as per *charm monster*. The ray then forks from that target to two other targets, who must also save and so one until no more than one target per cleric or druid level has been forced to attempt (but not necessarily fail) a saving throw.

Ki (Gi, Antu)

Mother Earth

Rank: Major Deity

Portfolio: Earth

Servants: Fey, elementals

Priests: None

Symbol: Fox

Alignment: Neutral (N)

Ki is the personification of the earth and fertility. She is the consort of Anu and the mother of the first generation of the gods. Like her brother-husband, she is a distant deity with little contact with others. Ki and Anu were inseparable until the birth of their son Enlil, the air, which divided them.

Ki, Medium Outsider: HD 20 (400 hp), AC 22 [+4], ATK 2 strikes (3d6), MV 40' (Fly 90', Swim 90'), SV 2, SA—Regenerate, MR 90%, magic use (cleric spells, up to 7th level, druid and magic-user spells, up to 9th level), inspire awe, turn undead, control animals and plants, magic immunity, immune (disease, poison), resistance (acid, cold, electricity, fire, sonic), surprised (1 in 6); SP—*Command II, comprehend languages, detect evil/good, gate, geas, plane shift, quest, raise dead, repulsion, shapechange, summon nature's ally I through IX •, teleport without error, tongues, true seeing*

Kurunta

Rank: Minor Deity

Portfolio: Wild animals, hunting

Servants: Fey

Priests: Druids

Symbols: Stag

Alignment: Neutral (CN)

Kurunta is a rebellious god who overthrew the rule of Teshub for a time by wrestling and casting him from heaven. He then forced humanity to disobey the gods and stop sending the gods sacrifices. Enki and Enlil joined forces and commanded the wild animals and mountains to stand against both Kurunta and humanity. Teshub and Ninurta finally managed to defeat Kurunta, and he bowed to Teshub's sovereignty.

Kurunta's priests dress in animal skins and wear fang necklaces. They cultivate a look of savagery and enjoy the company of barbarians more than rangers. Their relations are strained with the priesthoods of other deities.

Kurunta, Medium Outsider: HD 18 (216 hp), AC 21 [+2], ATK +2 *club* (2d6 + stun 1d6 rounds) or +3 *shortbow* (2d6 + Poison I), MV 40' (Fly 60'), SV 2, SA—Regenerate, MR 35%, magic use

(druid spells, up to 4th level, magic-user spells, up to 7th level), inspire awe, track as ranger, +1d6 damage to monsters, magic immunity, immune (disease, poison, surprise); SP—*Command II, comprehend languages, detect evil/good, entangle, free movement, gate, geas, magic fang, plane shift, quest, raise dead, shapechange, teleport without error, tongues, true seeing*

Mamitu

She-Goat of Destiny

Rank: Minor Deity

Portfolio: Destiny, fate, oaths, curses

Servants: Devils (Erinyes)

Priests: Anti-clerics

Symbols: Goat's head

Alignment: Chaos (LE)

Foul Mamitu is a dread goddess with the head of a black goat. She wears a black loincloth and a breastplate made from human bones. Her chariot is pulled by three fiendish giant goats and with her are always two bearded devils to drive the chariot and carry her dragon-hide shield.

Mamitu is the mistress of Nergal and a deadly rival of Ereshkigal for control of Irkalla.

Mamitu's priests are guardians of chthonic order, protecting tombs from plunder by necromancers and ghouls and seeking out such evil folk to punish them with curses.

Mamitu, Medium Outsider: HD 16 (192 hp), AC 20 [+2], ATK +2 *scimitar* (3d6 + *bestow curse*), MV 30' (Fly 60'), SV 2, SA—Regenerate, MR 55%, magic use (cleric spells, up to 5th level, magic-user spells, up to 7th level), inspire awe, turn undead, magic immunity, immune (disease, fire, poison); SP—*Bestow curse, command II, comprehend languages, detect evil, detect good, gate, geas, plane shift, quest, raise dead, ray of enfeeblement, shapechange, teleport without error, tongues, true seeing*

Marduk (Mardocheios, Merodach)

Bull Calf of Utu, Great Lord, Lord of Lords, Wise Lord of Oracles, Reviver of the Dead

Rank: Major Deity

Portfolio: Water, vegetation, judgment and magic

Servants: Archons, lammasu and shedu

Priests: Clerics (creation cult)

Symbol: Spade, dragon

Alignment: Law (LG)



Marduk is the son of Enki and Damkina. His consort is the goddess Sarpanit “the shining one” a goddess of love and fertility. Their marriage is celebrated every year on New Year's Day (roughly equivalent to March 22). His son is Nabu.

Marduk appears as a large man, at least 12' tall, with four eyes and four ears and fire pouring from his mouth when he speaks. When he girds his loins for battle he carries a bow, mace and net. He throws a wall of lightning before him, fills his body with flame, gathers the four winds by his side and mounts his storm-chariot pulled by four horses with poison in their mouths. Marduk defeated Tiamat in battle and then her general Kingu, and from him took the *Tablets of Destiny*, which made him the new king of the gods. Marduk mixed Kingu's blood with clay to create humanity.

Marduk's *net of entanglement, Imhullu*, can control wind 3/day and can capture air elementals and gaseous creatures. His boon companion is the red-scaled sirrush Bashmu, who combines the abilities of a sirrush and gold dragon.

Marduk is celebrated at Zagmuk (March 20-31), which marked the beginning of spring and thus a new year. His month, the “month of laying foundations”, is from Oct. 20 to Nov. 19.

Clerics admitted into the cult of Marduk are taught to prepare the cult spell *wall of lightning*.

Marduk, Large Outsider: HD 19 (400 hp), AC 19 [+3], ATK +3 *footman's mace* (4d6) and *net of entanglement*, MV 120' (Fly 360'), SV 2, SA—Regenerate, MR 50%, magic use (cleric spells, up to 3th level, magic-user spells, up to 8th level), inspire awe, breath fire (3/day, 60' cone, 10d6 damage), bardic music abilities, magic immunity, immune (disease, poison), resistance (electricity, fire); SP—*Command II, comprehend languages,*

control weather, detect evil/good, gate, geas, lightning bolt (3 bolts, 1 mile range) •••, plane shift, quest, raise dead, shapechange, teleport without error, tongues, true seeing, wall of lightning

Wall of Lightning (Abjuration)

Level: Cleric 5

Range: Personal

Duration: 30 minutes

As the *wall of fire* spell, but electricity rather than fire. The wall also repels metal, requiring one to roll 1d20 under their strength score to bring metal within 5' of the wall.

Nabu (Nebo, Nisaba)

Rank: Minor Deity

Portfolio: Literacy, reason, wisdom

Servants: Wizards, gold dragons

Priests: Clerics (scholar cult)

Symbols: Stylus and tablet

Alignment: Neutral (N)

Nabu is the calm and collected god of reason and wisdom, a thinker among gods and a god of thinkers. He is the loyal son of Marduk and the consort of the goddess Tashmet. As a god of oracles, he is associated with the moon god Sin.

The god of learning appears as a tall, bearded man possessed of two white wings and a helm with a single horn. Nabu's scholar priests dress in robes and carry a tablet and stylus as both a holy symbol and for practical reasons – adventuring clerics of Nabu usually serve as mappers and chroniclers.

Nabu, Medium Outsider: HD 15 (180 hp), AC 19 [+2], ATK +2 *quarterstaff* (2d6 + 1d4 Int or Wis damage), MV 30' (Fly 120'), SV 2, SA—Regenerate, MR 75%, magic use (cleric and druid spells, up to 5th level, magic-user spells, up to 9th level), inspire awe, casts all spells with double duration and range, magic immunity, immune (confusion, disease, mind control, poison); SP—*Augury, command II, comprehend languages, detect evil/good, detect magic, dispel magic •••, divination•, gate, geas, haste, plane shift, quest, raise dead, shapechange, spell immunity •, teleport without error, tongues, true seeing*



Nergal (Apaliunas, Aplu)

Fighting Cock, the Burner, Seven, Raging King, the Hunter, the One of Entrapment

Rank: Major Deity

Portfolio: Plague, war

Servants: Demons, undead

Priests: Anti-clerics

Symbol: Rooster

Alignment: Chaos (CE)

Nergal is the terrifying deity of war and disease and of the blazing noontime sun which brings on heat stroke. He is a son of Enlil and twin brother of Ninurta. Exiled in Irkalla for his rudeness, Nergal eventually weds the Queen Ereshkigal.

Nergal appears as a lion-headed warrior with a great mace and a shield as black as night. His war-priests wear helms fashioned in the likeness of a lion or lion-skin cloaks with the head intact. High priests often wear the pelt of a fiendish black lion which they have personally slain.

In Hell, he is the commander of Lucifer's secret police and thus is as reviled by the devils and demons that dwell therein as he is by the mortals he torments and tortures.

Nergal's month runs from November 20 to December 19.

The Hittite name of Nergal is Apaliunas. In the Luwian language he was called Aplu and he was a bringer of and protector from plague. He was worshipped in Troy (Ilios/Wilusa), and was called on by the Trojans to bring a plague upon the Greek invaders. The Akkadian Aplu Enlil, meaning "Son of Enlil" links Nergal with the Greek god Apollo.

Anti-clerics admitted into the cult of Nergal are taught to prepare the spell *Breath of Nergal*.

Nergal, Medium Outsider: HD 18 (360 hp), AC 19 [+3], ATK +3 *spear* (3d6 + 1 level energy drain), MV 30' (Fly 60'), SV 2, SA—Regenerate, MR 45%, magic use (cleric and magic-user spells, up to 9th level), inspire awe, rebuke undead, magic immunity, immune (disease, energy drain, fear, poison, spells up to 5th level); SP—*Breath of Nergal, command II, comprehend languages, detect evil/good, gate (demons, undead), geas, plane shift, quest, rage, raise dead, shapechange, unholy word, teleport without error, tongues, true seeing*

Breath of Nergal (Evocation)

Level: Anti-cleric 5

Range: 30' cone

Duration: See text

You target all living creature within this spell's area of effect with the pestilent breath of Nergal. Creatures with 0 to 4 HD suffer 5d6 points of acid damage. Creatures with 5 to 9 HD are sickened for 1 hour. Creatures with 10 or more HD are frightened for a turn.

Ninhursag (Mamma, Aruru, Bēlit-ilī)

Lady of the Sacred Mountain, True and Great Lady of Heaven, Mother of the Gods, Mother of All Children

Rank: Major Deity

Portfolio: Earth, fertility, mountains

Servants: Fey, earth elementals

Priests: Druids

Symbols: Omega Ω

Alignment: Law (NG)

Ninhursag is the beloved mother goddess who governs animal and plant fertility. She is the wife of Enki, who bore him first Ninsar and Ninurta and later Tammuz, god of plants, Ninkasi, goddess of beer, Nanshe, goddess of fishing, and the healing deities Nintulla, Ninsutu, Azimua, Ninti and Enshag. Ninurta is said to have created the mountains to serve as his mother's high abode and throne overlooking all the earth.

The mother goddess appears as a matronly woman in a tiered skirt and bare breasts. Her hair takes the shape of her holy symbol, the Omega, and she wears a horned headdress. Slung on either shoulder is a quiver of arrows, in her hands are held a mace and a bow. She rides into battle on a celestial lion.

Ninhursag helped create mankind by helping Enki fashion them from clay. She considers all humans her children and thus seeks to protect and nourish them, but also punish them

when they do wrong. Little escapes her attention and while her punishments are swift, they are rarely fatal and usually take the form of simple curses until one changes their ways.

The goddess' priests tend their communities as a mother tends her children, chiding people for their misdeeds and helping people when they need help. They are loving and patient. Priestesses wear their hair in the Omega shape of their goddess and priests tattoo the symbol on their shaved heads.

Members of Ninhursag's cult learn the spell *empathic healing*.

Ninhursag, Medium Outsider: HD 20 (400 hp), AC 21 [+3], ATK +3 *footman's mace* (3d6) or +3 *shortbow* (3d6 + *cause disease*), MV 40', SV 2, SA—Regenerate, MR 85%, magic use (druid spells, up to 9th level, magic-user spells, up to 7th level), inspire awe, move through earth as easily as air, magic immunity, immune (acid, disease, poison), resistance (cold, electricity, fire); SP—*Acid arrow, animate object •, blight, command II, comprehend languages, detect evil/good, earthquake •••, entangle, gate, geas, heal •••, move earth, plane shift, quest, raise dead, shapechange, teleport without error, tongues, true seeing*

Empathic Healing (Necromancy)

Level: Druid 1

Range: Touch

Duration: Instantaneous

The druid takes from 1d6 to 3d6 points of damage from the target of the spell and takes it on herself. If this is enough to kill the druid, the druid dies. The druid cannot absorb more damage from the target than they have suffered.

Ninkasi

Sparkling Fresh Water

Rank: Minor Deity

Portfolio: Beer, Alcohol

Servants: Fey

Priests: Druids

Symbols: Beer mug

Alignment: Neutral (N)

Ninkasi, daughter of Ninhursag, is the brewer of the gods' beer and teacher of the art of brewing to mankind. Naturally, tavern-crawling adventurers are especially fond of her. Her sacred brew looks something like a gruel that combines bread, soaked grains, honey and grapes in a fermentation jug, the liquid then being sucked from the jug with straws.

Ninkasi appears as a lovely woman with long hair in a gown holding a crockery jug. Anything she touches she can instantly

ferment. She is unarmed, but protected by a trio of celestial brown bears.

Clerics and druids admitted to her cult are taught the cult spell *transmute liquid to beer*.

Ninkasi, Medium Outsider: HD 14 (168 hp), AC 18 [+2], ATK slam (2d4), MV 30', SV 2, SA—Regenerate, MR 30%, magic use (druid spells, up to 9th level, magic-user spells, up to 4th level), inspire awe, fermenting touch, command fungal creatures, magic immunity, immune (disease, poison); SP—*Calm emotions, command II, comprehend languages, confusion, detect evil/good, gate, geas, good hope, plane shift, quest, raise dead, shapechange, teleport without error, tongues, transmute liquid to beer, true seeing*

Transmute Liquid to Beer (Transmutation)

Level: Cleric 2, Druid 2

Range: Touch

Duration: Instantaneous

You convert liquid of any kind, except liquid metal or stone, into beer that is perfectly safe to drink. Any disease or poison that was in the liquid is removed.

Ninlil (Beltis, Mullissu, Mylitta, Sud)

Lady of the Open Field, Lady of the Wind

Rank: Minor Deity

Portfolio: South wind, loyalty

Servants: Air elementals and sylphs

Priests: Clerics (guardian cult)

Symbol: Blooming flower

Alignment: Law (NG)

Ninlil is the humble goddess of the south wind, wife of Enlil, who descended into the underworld kingdom of Irkalla with her husband when he was punished for impregnating her with her first child, Sin. While in the underworld, Ninlil gave birth to the death gods Nergal and Ninazu, then to Enbilulu, the god of rivers and canals.

Besides being a goddess of the wind, Ninlil is also a goddess of patience and of loyalty, especially of wife to husband and mother to son. She is the daughter of Haya, the god of stores and Nisaba, the goddess of writing, learning and the harvest.

Ninlil, Medium Outsider: HD 16 (192 hp), AC 18 [+2], ATK +2 *short sword* (2d6), MV 30' (Fly 60'), SV 2, SA—Regenerate, MR 40%, magic use (druid spells, up to 8th level, magic-user spells, up to 7th level), inspire awe, magic immunity, immune (disease, electricity, poison); SP—*Command II, comprehend languages, detect evil/good, gate, geas, plane shift, quest, raise*

dead, remove fear, shapechange, teleport without error, tongues, true seeing, wind walk



Ninurta (Nimrod, Ninib, Zababa)

Rank: Major Deity

Portfolio: Hunting, war

Servants: Angels and lammasu

Priests: Clerics (fighting cult)

Symbol: Ram's horn

Alignment: Law (LG)

Ninurta is Nergal's opposite, a god of life and vitality. Ninurta was worshipped as part of a trinity that included his parents, Enlil and Ninlil. His consort is Baba, the goddess of healing.

Ninurta appears as a handsome youth equipped with the magic mace *Sharur*. With this weapon he serves as the champion of the gods, defeating such monsters as evil dragons, hydras, giants and Anzu, who stole the *Tablets of Destiny*. Ninurta was taught to be a hero by his uncle Enki, who also taught him the most powerful spells in creation.

Sharur is an intelligent +3 mace that can take the form of a lammasu at will. For this reason, Ninurta is reckoned the prince of the lammasu. Ninurta also carries a *horn of Valhalla*.

Ninurta's priests are heroes down to the bone, standing up for the weak and sallying forth to slay monsters. They are not as ill-tempered as Enlil's priests, but can be headstrong and prefer to solve problems with violence rather than reason.

Clerics admitted into Ninurta's cult are taught the spell *transmute weapon to monster*.

Ninurta, Medium Outsider: HD 18 (360 hp), AC 23 [+3], ATK +3 *footman's mace* (4d6) and +2 *khopesh* (3d6) or +2 *shortbow* (3d6), MV 30' (Fly 60'), SV 2, SA—Regenerate, MR 70%, magic use (cleric spells, up to 9th level, magic-user spells, up to 5th level), inspire awe, +1d6 damage to evil creatures, turn undead, magic immunity, immune (disease, poison), resistance (electricity); SP—*Command II*, *comprehend languages*, *cure disease* ••••, *cure serious wounds* •••, *detect good/evil*, *gate*, *geas*, *heal* •, *plane shift*, *quest*, *raise dead*, *shapechange*, *spiritual hammer*, *teleport without error*, *tongues*, *true seeing*

Transmute Weapon to Monster (Transmutation)

Level: Cleric 3

Range: Touch

Duration: 1 minute

The cleric can transform a normal or magic weapon in his hand into a monster that serves him in battle. The monster has one Hit Dice plus one for each "+" of a magic weapon plus one for each level the cleric is willing to sacrifice. The monster must have the same alignment as the cleric.

Example: An 8th level cleric of Ninurta turns his +1 *mace* into a monster. The monster may have 1 HD + 2 HD donated by the cleric +1 HD for the mace's magic bonus. The monster may therefore have 4 hit dice and must be Lawful like the cleric. The cleric chooses to turn his weapon into a unicorn.

Pazuzu (Fazuzu)

Rank: Demon Lord

Portfolio: Desert wind

Servants: Demons, evil air elementals

Priests: Anti-clerics

Symbols: Winged shape

Alignment: Chaos (CE)

Pazuzu is the demon lord of evil aerial creatures and the god of the southwestern wind, which brings famine during the dry season and locusts during the rainy seasons. He is the son of Hanbi, the god of evil and brother of Humbaba, a massive demon and terror in his own right.

Pazuzu has the body of a man, the head of a dog, the talons of an eagle, two pairs of vulture wings and a scorpion's tail.

Priests of Pazuzu are few and far between and are mostly found among the desert nomads. Pazuzu amulets are worn by normal folk to ward away evil spirits, though, and in that regard many people give a nod to the demon lord.

Pazuzu, Medium Outsider: HD 20 (110 hp), AC 21 [+2], ATK +2 *scimitar* (2d6+2) 2 claws (1d10) and tail sting (1d6 + Poi-

son III), MV 40' (Fly 120'), SV 3, SA—Regenerate, MR 70%, magic use (magic-user spells, up to 6th level), breath weapon (3/day, 100' cone of creeping doom or 100' cone of insect plague or 100' cone of corrosive gas that deals 10d6 acid damage, items must save), summon aerial creatures (2d6 harpies, 2d8 gargoyles or 1d4 hieracosphinxes, 50% chance of success), dominate any aerial creature of 6 HD or less (no save), telepathy 100', immune (electricity, poison), resistance (fire), no aerial creature of 10 HD or less willingly attacks Pazuzu; SP—*Control weather*, *darkness*, *dispel magic*, *flesh to stone*, *lightning bolt* ••, *shapechange*, *wind walk*, *wish* •



Sharruma

Rank: Demigod

Portfolio: Mountains

Servants: Earth elementals, fey

Priests: Druids

Symbols: Panther

Alignment: Neutral (N)

Sharruma is the son of Teshub and Khepat and brother of Inara. He is depicted as a bull-horned warrior riding a tiger and wielding a double-headed axe. He is married to the daughter of the evil dragon Illuyanka.

Sharruma's druids are mountaineers who keep the wilderness at bay but avoiding mankind as well, for they are loners and notoriously cantankerous. They sometimes associate with rangers when their missions coincide.

Sharruma, Medium Outsider: HD 16 (160 hp), AC 19 [+1], ATK +1 *battleaxe* (2d6 + knock prone), MV 40' (Climb 40'), SV 2, SA—Regenerate, MR 25%, magic use (druid spells, up to 4th

level), inspire awe, barbarian rage 3/day, +1d6 damage to giants and titans, magic immunity, immune (backstab, disease, fear, poison), resistance (acid, cold), surprised (1 in 6); SP—*Command II, comprehend languages, detect evil/good, earthquake •, gate, geas, plane shift, quest, raise dead, shapechange, teleport without error, tongues, true seeing*



Sin (Nanna, Suen)

Illuminator, Lord of Wisdom

Rank: Major Deity

Portfolio: Moon, learning, wisdom

Servants: Shedu, nymphs

Priests: Druids, clerics (scholar cult)

Symbol: Crescent, bull

Alignment: Neutral (TN)

Sin is the moon god of Mesopotamia and Arabia. He is the first born son of Enlil and Ninlil, and when those deities were cast into the underworld as punishment for this birth, Sin descended with them. In time, he ascended from the underworld to the heavens as the moon.

As the god of the moon, Sin is the teacher of astrology and astronomy to mankind, thus his association with wisdom. His wife is Ningal, with whom he fathered Utu, Ishtar and Ereshkigal. His servant is the messenger Zaqar, who delivers messages to mortals through dreams and nightmares.

Sin appears as a man with alabaster skin and a beard of lapis lazuli. He is mounted on a celestial winged bull and carries a silver khopesh into battle.

Sin's priests are usually scholars, and many sages and magic-users belong to his cult, giving his priests their ready assistance when they are in need. The moon priests tend to be mild-mannered and slow to anger.

The month of Sin runs from May 20 to June 19.

Druids admitted to Sin's cult learn the spell *moon sickle*.

Sin, Medium Outsider: HD 16 (320 hp), AC 22 [+3], ATK +3 *khopesh* (3d6 + 1d6 cold), MV 30' (Fly 90'), SV 2, SA—Regenerate, MR 80%, magic use (cleric spells, 7th level, druid spells, up to 7th level, magic-user spells, up to 8th level), inspire awe, turn undead, bardic music, magic immunity, immune (charm, cold, disease, illusion, mind control, poison); SP—*Blindness, command II, comprehend languages, confusion, detect evil/good, gate, geas, insanity •, light, plane shift, quest, raise dead, shapechange, teleport without error, tongues, true seeing*

Moon Sickle (Transmutation)

Level: Druid 1

Range: Touch

Duration: 1 minute

The druid changes a normal sickle into a silver weapon that deals +1d6 points of damage to lycanthropes.

Tammuz (Dumuzid, Thammuz)

Rank: Major Deity

Portfolio: Vegetation, shepherds, spring, youth

Servants: Fey

Priests: Druids

Symbol: Shepherd's crook

Alignment: Neutral (N)

Tammuz is the consort of Ishtar. The great goddess sent him to take her place in Irkalla when she found that he was not prostrate enough in grief during her absence.

He appears as a young, handsome man of the hills, a sheep herder by profession, who is taken as a lover by the impetuous and often cruel Ishtar.

Tammuz' priests carry shepherd's crooks in the manner of their god and they are often ritually married to the priestesses of Ishtar. They are most commonly sent into the hills to aid the shepherds tending their flocks.

Tammuz is celebrated at the summer solstice (June 20), which in Mesopotamia marked the beginning of the deadly summer heat and drought. The celebration was staged as a funeral for the god, during which the people could mourn his passing into

Irkalla, and thus the end of spring. Women were expected to give up ground foods during the festival, as Tammuz's bones had been ground by his master into dust which was scattered to the winds.

The month of Tammuz runs from June 20 to July 19

*THAMMUZ came next behind,
Whose annual wound in LEBANON allur'd
The SYRIAN Damsels to lament his fate
In amorous ditties all a Summers day*

- John Milton, *Paradise Lost*

Druids admitted to the cult of Tammuz are taught to prepare the cult spell *Tammuz' sheltering cave*.

Tammuz, Medium Outsider: HD 15 (300 hp), AC 20 [+3], ATK +2 staff (2d8), MV 30' (Fly 60'), SV 2, SA—Regenerate, MR 45%, magic use (druid spells, up to 8th level, magic-user spells, up to 4th level), inspire awe, druid abilities, magic immunity, immune (disease, poison); SP—*Charm monster* •, *command II*, *comprehend languages*, *detect evil/good*, *gate*, *geas*, *plane shift*, *quest*, *raise dead*, *shapechange*, *Tammuz's sheltering cave*, *teleport without error*, *tongues*, *true seeing*

Tammuz's Sheltering Cave (Abjuration)

Level: Druid 4

Range: 30'

Duration: 24 hours

This spell works as the magic-user spell *secure shelter*, but opens a cave in the ground. The cave closes up behind the druid and his comrades when they enter. Besides a few humans, the cave can hold any number of sheep, goats and cattle. The cave has a spring of fresh water and enough manna to feed the multitude. If people are still in the cave when the spell's duration ends, they are swallowed up into Irkalla.

Teshub (Tarahunt, Taru)

Weather God of Heaven, He of the Thunderbolt

Rank: Major Deity

Portfolio: Weather, thunder and vineyards

Servants: Elohim, shedu and pegasi

Priests: Clerics (fighting cult)

Symbol: Bull

Alignment: Law (CG)

Teshub was conceived when his father, Enlil, bit off his grandfather Anu's genitals. He is therefore motherless and thus a personification of pure masculine power.

The thunder god is depicted as a bearded man with curly hair. He wears a horned helmet, knee-length kilt and a belt from which hangs a sword. Teshub rides in a chariot drawn by two celestial pegasi Seri and Hurri. Teshub wields a double-headed axe with which he slew the dragon Illuyanka.

Teshub's wife is Khepat. With her he sired the deities Telipinu, Inara, Sharruma, Kammamma and Mezulla, among others. His brothers are Aranzah, god of the River Tigris, Ullikummi the stone giant and Tashmishu.

A similar deity to Teshub is Adad (Hadad), a storm god of the Semitic peoples. He was also called Ishkur and Baal-Zephon.

Clerics admitted to Teshub's cult are taught the special cult spell *transmute horse to pegasus*.

Teshub, Medium Outsider: HD 18 (360 hp), AC 24 [+3], ATK +3 battleaxe (4d6 + deafness), MV 30' (Fly 120'), SV 2, SA—Regenerate, MR 55%, magic use (cleric spells, up to 6th level, magic-user spells, up to 3rd level), inspire awe, turn dragons, barbarian rage 3/day, magic immunity, immune (disease, electricity, poison, sneak attacks, surprise); SP—*Command II*, *comprehend languages*, *control weather*, *detect evil/good*, *gate*, *geas*, *lightning bolt* (3 bolts, 4 mile range) •••, *plane shift*, *quest*, *raise dead*, *shapechange*, *teleport without error*, *tongues*, *true seeing*

Transmute Horse to Pegasus (Transmutation)

Level: Cleric 3

Range: Touch

Duration: 1 hour

With a touch, the cleric changes a normal horse into a pegasus for one hour.

Tiamat (Thalattē, Omoroca)

Mother of Monsters, Demon Princess of Dragons

Rank: Major

Portfolio: Chaos

Servants: Demons, dragons, monsters

Priests: Clerics (weird cult)

Symbol: Hydra

Alignment: Chaos (CE)

Tiamat is the mother of the elder gods and possibly of all life in the cosmos via her mating with Apsu, the god of the primordial sea. She is chaos personified, depicted as a glistening woman or as a many-headed, multicolored hydra.

Tiamat is widely worshipped among monsters, especially monstrous creatures of the sea and chromatic dragons. Her

cults among humans and demi-humans are usually secret, though not in the case of the Warudi nomads of Nod who descend from the Empire of Irem in which she was worshipped as a supreme goddess.

Anti-clerics admitted to Tiamat's cult learn the special cult spell *hydra's revenge*.

Tiamat, Huge Outsider: HD 25 (500 hp), AC 25 [+3], ATK 9 bites (3d6 + Poison IV), MV 30' (Fly 90', Swim 300'), SV 2, SA—Regenerate, MR 70%, magic use (cleric spells, up to 6th level, magic-user spells, up to 9th level), inspire awe, breath weapons (as black dragon, blue dragon, green dragon, red dragon and white dragon, each 3/day), +1d6 damage to good creatures, magic immunity, immune (disease, poison, sleep), resistance (acid, cold, electricity, fire, sonic); SP—*Command II, comprehend languages, control water, detect evil/good, fear, gate, geas, plane shift, quest, raise dead, shapechange, teleport without error, tongues, true seeing*

Hydra's Revenge (Transmutation)

Level: Anti-Cleric 3

Range: Personal

Duration: 1 minute

Under the influence of this spell the anti-cleric grows a serpent from his neck each time he is struck for at least 3 points of damage by a slashing or piercing weapon. These snakes attack independently of the anti-cleric each round. They can strike creatures in melee combat with the anti-cleric as though they had 1 HD. They deal 1d3 points of damage with their bites, which are not venomous.

Utu (Shamash)

Rank: Major

Portfolio: Sun, justice, travelers

Servants: Archons

Priests: Clerics (guardian and travel cult)

Symbol: Sun disk

Alignment: Law (LG)

Utu is the twin brother of Ishtar and thus the son of Sin and Ningal and the brother of Ereshkigal and Nergal. As the sun god, he travels in a chariot across the globe, and then descends each night into his sister's realm to judge the dead. This makes him a foe of the evil undead.

Like his sister Ishtar, Utu is a winged god. He has a short beard and brilliant, blazing eyes. His chariot and horses are composed of pure gold, as is his sword.

Utu's month, the "month of beginning", runs from September 20 to October 19.

Clerics in Utu's cult are taught the spell *heavenly light*.

Utu, Medium Outsider: HD 15 (300 hp), AC 24 [+3], ATK *sun beam* (6d6/1 mile range), MV 120' (Fly 360'), SV 2, SA—Regenerate, MR 85%, magic use (cleric spells, up to 8th level, druid spells, up to 7th level, magic-user spells, up to 8th level), inspire awe, solar aura (10' radius, disintegrates undead), items struck in combat must save vs. melting or bursting into flame, turn undead, bardic music, magic immunity, immune (disease, fire, poison), surprised (1 in 6); SP—*Command II, comprehend languages, daylight, fireball (10d6) •••, detect evil/good, gate, geas, plane shift, polymorph any object, quest, raise dead, searing light, shapechange, sunburst •••, teleport without error, tongues, true seeing*

Heavenly Light (Evocation)

Level: Cleric 2

Range: 60'

Duration: 1 turn

The cleric creates a heavenly light that shines from his head. Lawful creatures see the light normally, while Neutral creatures see it as a dim twilight. Chaotic creatures do not see the light at all unless they are undead, in which they must pass a saving throw or be blinded by it.

Other Deities of Note

Agasaya: Agasaya, the "Shrieker", is a minor war goddess and the leader of the war maidens of Ishtar.

Asaruludu: Called "the shining god that illuminates our path", Asaruludu is a protective deity who wields a flaming sword. He is in many ways similar to the Norse deity Balder.

Enkimdu: Enkimdu was assigned to be the god of canals and ditches by Enki, the god of sweet water. He is known as a peaceful, diplomatic god of farmers.

Geshtinanna: Geshtinanna is the goddess of the grape vine and the sister of Tammuz. Besides being a goddess of wine, Geshtinanna is also the goddess of fall and winter and a poet and interpreter of dreams.

Gibil: Also called Gerra, Gibil is the god of fire and the forge, the sharpener of weapons with wisdom so vast that it eclipses that of all the other gods. He is the son of Anu and Antu.

Hasameli: Hasameli is the Hittite name for Vulcan. He is the god of smiths and artisans, but also of smoke and fires, and is called upon to cloak people in smoke that they may be concealed from their enemies (i.e. *obscuring mist*).

Inara: Inara is the Hittite name for Artemis/Diana. She is the goddess of the wild animals of the steppe, and the daughter of the storm god Teshub and Khepat.

Isimud: Isimud is the messenger of Enki. He has two faces facing in opposite directions.

Istustaya and Papaya: Istustaya and Papaya are goddesses that spin the threads of people's lives, much as the Fates and Norns in Greek and Norse mythology respectively. They are said to sit on the shores of the Black Sea.

Khepat: Khepat is the deified Queen Kubaba, the founder of the Third Dynasty of Kish. She was later joined with the mysterious sun goddess of Arinna. Khepat is the wife of Teshub.

Kingu: While Kingu now dwells in Irkalla, this son of Apsu and Tiamat once challenged Marduk for kingship of the gods. When Marduk killed him, he mixed Kingu's blood with clay to fashion the first human beings. In a fantasy world, you could give this origin to the evil humanoids.

Namtar: Namtar is a minor death god, and a messenger of the underworld deities Ereshkigal and Nergal, as well as Anu. Namtar is the eldest son of Enlil, by Ereshkigal. He commands the world's diseases and pests.

Nanshe: Nanshe is the goddess of fishing, fertility and prophecy and the ruler of the Persian Gulf and all the animals within it. She is the daughter of Enki and Ninhursag.

Ninkilim: "Lord Rodent" is the "lord of teeming creatures" and "lord of wild animals", and is especially invoked to deal with the pests that torment farmers. Ninkilim is invoked as both a god and goddess, and thus is likely a shapeshifter.

Ninshubur: Ninshubur is the Queen of the East and the messenger of the gods. She is Ishtar's second-in-command and sidekick on her many adventures. As Ishtar is associated with the planet Venus, Ninshubur is associated with Mercury.

Ninsun: Ninsun, also called Gula and Ninisina, was a goddess of wild cattle and gazelles who is most famous for being the mother of Gilgamesh by King Banda, and the mother of Damu, a god of vegetation and rebirth by the god Pabilsag.

Nusku: Nusku is either the son of Anu, Enlil or Sin, and he is a god of celestial and terrestrial fire. As a god of fire, he is also a patron of arts and crafts. As the god of the hearth fire, he is the protector of the family, and the deliverer of sacrifices to heaven, thus the mediator between god and man.

Sarpanit: Sarpanit, "the shining one", is the wife of Marduk. She is worshipped via the rising moon.

Shulsaga: Shulsaga is an astral goddess, and thus can in fantasy games be represented as a goddess of the astral plane.

Upelluri: Upelluri is the dreaming god who separates the heavens from earth, and thus is associated with Atlas.

The Tablets of Destiny

The *Tablets of Destiny* are a pair of tablets composed of gold and etched with arcane symbols. The holder is capable of changing the form and mind of anything in creation. This allows them to cast *polymorph any object* on any item at will, which must save at a -10 penalty. The holder of the tablets can also alter the creature's alignment and emotions and their ability scores up or down by up to 3 points.

The holder of the tablets can also use the following spells, at will: *Augury*, *detect evil*, *detect good*, *E.S.P.* and *shapechange*.

The tablets are currently in the possession of Marduk, making him the king of the gods. A mortal in possession of the tablets does not become the king of the gods, but does make himself the target of every power in the cosmos.

THE THEORY OF INTERESTING MONSTERS

Illustration by Steve Robertson

When Superman was first introduced to the world in the late 1930's in comic strips and then comic books, he was not so much an adventure character as he was a wish fulfillment, the ultimate big brother who could beat up anyone the author thought was deserving of it. Superman's earliest battles were against normal folks who had no chance of defeating him, it something like pitting a bunch of kobolds against a group of 20th level characters. The point of the stories was not to challenge Superman, but to live vicariously through him.

As the character went on, though, things had to change. For one thing, stories like that quickly become boring. Such stories are written to this day, of course, and will be for as long as people daydream about getting everything they have ever wanted, but most people need more than that to stay entertained. There were also other forces at work in the evolution of Superman stories, namely competition. Superman was soon joined on the comic book stands by many other super powered heroes, including a certain "Big Red Cheese" who was soon beating the original's sales. Superman's publishers needed to keep things fresh if they were going to stay in the money.

In *Action Comics* #13, published in 1939, the first supervillain in comics appeared on the scene. He was a scientist called the Ultra-Humanite. The Ultra-Humanite represented the "opposite attracts" concept in comic book villainy, a physically powerful hero countered by a mentally powerful villain. The idea was simple: Superman can overpower anyone on Earth, but how will he fare against a superior mind? In other words - "how is he going to beat THIS guy?"

Monsters and Puzzles

It strikes me that this lies at the heart of monster creation in fantasy role playing games, especially during the old school phase when Arneson, Gyax and many others were building the foundations of the genre. After the initial phase of dragons

and balrogs, the world was introduced to such oddities as rust monsters, ropers and lurkers above.

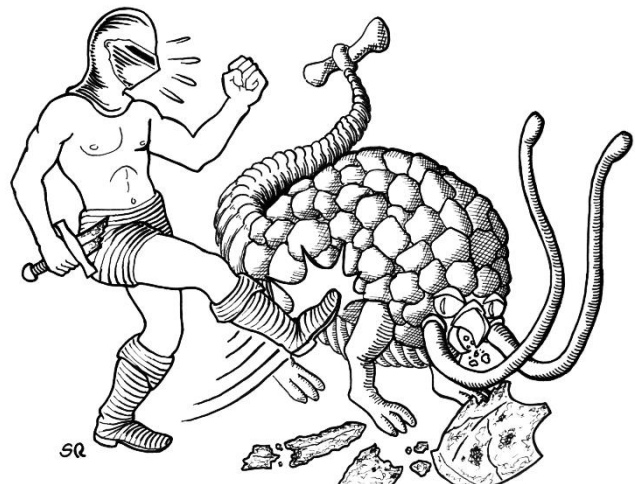
The idea was the same as with Superman: The players have discovered tactics that work against bands of orcs and hordes of kobolds and fire-breathing dragons, but how will they defeat a monster against which metal is useless? How will they defeat monsters that drain levels every time they hit, monsters you dare not get close to? How will they defeat monsters who are resistant or even immune to magic spells?

The monsters created by this process were weird and often goofy, and they really didn't make the least bit of sense, because they weren't monsters in the traditional sense, but rather puzzles disguised as monsters.

When I invent new monsters that are not based on creatures from myth or folklore (and sometimes even when they are), I try to make sure that the concept of a puzzle to solve lies at the heart of the monster I am designing. How do I force players to invent new tactics to overcome this new threat?

I think that what makes role playing games fun is the challenge they represent to the player, rather than the player character. By forcing players outside of what is familiar, the tried and true tactics, their interest is stimulated and the game is more fun, even if at the same time they're cursing you for your newest innovation in killing their characters.

When you are next designing a new menace, or even if you are using tried and true monsters, I suggest you put some thought into how to make this encounter different than all the other encounters faced before. What is the "gotcha" moment that forces the players to pause, give each other that worried look, and then send their brains into overdrive looking for a solution? That treasure chest behind the monster is just a token, an excuse to move the game forward. The real prize is the satisfaction of solving the puzzle that the monster represents.



ADVENTURES BENEATH THE BIG TOP

Illustration by Denis McCarthy

Sawdust, popcorn, cotton candy, cheering crowds, the roar of lions and trumpet of elephants – there was time in the United States when the arrival of the circus in town was the happiest day in a kid's life. In small towns and big cities, the novelty of a circus was a genuine delight. For the young, it meant excitement and something new to discover. For the old, it was a chance to reminisce about childhood and an opportunity to share those good times with the next generation.

It just so happens that a traveling circus is also a great vehicle for a modern adventure game. A band of misfits with unique skills, moving from place to place and interacting with a new cast of support characters each week – it's a set-up used extensively in film, television, radio and pulp novels, and a set-up you can use in games of *GRIT & VIGOR*.

History of the Circus

One of the great things about a circus-themed game is that circuses span the entirety of the modern era, originating in their modern form in 1768 in England and surviving to this very day throughout the world. The circus allows you the freedom to set your campaign in just about any time and any place. That being said, this article will focus on the circuses in United States in the early 20th century.

The father of the modern circus is Philip Astley, an English cavalry officer from England. Astley's circus was primarily a demonstration of equestrian skill, with other acts tucked in between the horse acts for variety. These early circuses had set locations in large amphitheaters.

John Bill Ricketts, a Scotsman, brought the first circus to the United States, to Philadelphia, in the 1780's. George Washington attended a performance late in that year. In 1825, Joshua Purdy Brown was the first to put on a show in a large canvas tent. The infamous P.T. Barnum created the traveling freak

show, while William Cameron Coup introduced the first multi-ringed circuses and the use of trains to travel between towns.

When P.T. Barnum died, his circus merged with that of James Anthony Bailey, creating Barnum & Bailey's Greatest Show on Earth. This circus toured Europe from 1897 to 1902, introducing to Europe the three-ring circus with massive canvas tent, circus trains, freak shows, zoological exhibit and the variety of circus acts familiar to people today.

The Traveling Show

Early television in the United States relied heavily on anthology shows. These were shows that presented a different play each week, each play involving different characters with either different actors or with a stock company of actors. From the anthology concept there grew the idea a show that would present new plays each week, but would link them together by way of a core of returning characters who traveled from town to town, interacting with the new townspeople each week in a new dramatic (or sometimes comedic) story. You can see this concept used in many westerns, as well as such shows as *Route 66* and the *Incredible Hulk*.

These programs follow a similar course – the recurring characters come to a new town and get embroiled in the events of that town. These events might revolve around the recurring characters and their troupe, or they might simply be innocent bystanders who are dragged into an adventure with the locals.

Traveling show plots might involve mysteries and suspense, adventures, romances and comedies of error. As each plot can be in a different genre, different characters and players get an opportunity to shine each game session and game masters get a chance to innovate new ways to run a game.



What follows is a random table of adventures that might occur around a traveling circus:

D20	Plot
1	A newcomer to the circus causes trouble when his appearance coincides with mysterious problems
2	A lion escapes the circus and must be tracked down before it can hurt anyone OR
3	A cowardly lion escapes from the circus and must be tracked down before the locals hurt it
4	A boy runs away to with the circus, stirring up problems with his wealthy father OR
5	A boy runs away from the circus and gets involved with some con men or other crooks
6	The animals are getting sick, starting a race to get a serum to the animals before any of them die
7	Murder in the big top
8	Bank robbers stash their ill-gotten goods in the circus
9	A circus performer is kidnapped by her jealous ex-boyfriend
10	A circus performer is replaced by a look-alike sibling with plans to rob the circus
11	A circus performer is suspected of a crime – the adventurers might discover his guilt or innocence
12	When a local racket wants a big fee to set up on their land, the circus finds a cheaper alternative ... the racket responds with acts of sabotage
13	The circus comes to a little town in Mexico that is threatened by banditos
14	The adventurers have to find a way to help two local kids who are in love, but who come from feuding hill families
15	A local kid shares a treasure map with the adventurers, who go into the wilderness to find a lost mine
16	The circus is blamed for bad luck by the locals, when in truth the bad luck is being caused by crooks who want to chase away the locals; they know there is oil to be found underneath the town square
17	An escaped foreign prince or princess hides in the circus as a performer, but has been tracked down by assassins
18	An Indian tribe has wrecked the rails and the circus train is stuck in the middle of nowhere – they have to find a way to smooth things over between the Indians and the railroad, all while a railroad man tries to solve things by kidnapping the son or daughter of the chief
19	A local judge shuts down the circus due to an old fight he had with the ringmaster – the adventurers have to settle the old score in court
20	A beloved clown is tracked down by a wrathful man for a crime he claims he didn't commit; the adventurers know he is innocent, but what to do about the relentless avenger

Just for fun, you can punctuate each adventure by casting real life actors as the support characters for each “episode”.

Circus Roles

Another bonus for a circus campaign, especially in terms of a campaign based on wandering adventurers, is that a circus is composed of a great multitude of people, including mangers, workers and entertainers of many kinds. This meshes with gaming groups, which usually include three or more people.

This section lays out some of the stock characters in a circus and gives ideas for how they can be built into G&V characters. A few new subclasses are included to fill in the gaps.

Acrobat—Acrobats in the circus include trapeze artists, jugglers, stilt walkers and tumblers. An acrobat subclass is included in this article.

Animal Tamer—A circus with wild animals also has animal trainers, usually daredevils with a focus on the Handle Animal skill and some extra skill with the whip. An animal tamer subclass is included in this article.

Circus Kid—Kids running away to join the circus is an old trope and useful in a circus campaign. The circus kid is a jack-of-all-trades and master of none, having palled around with all the performers and workers and learned bits and pieces of their diverse skillsets. The circus kid is best modeled as a rogue or daredevil. Because they are young, circus kids only get a single “background” roll and their strength and intelligence scores cannot be higher than 12. In return, they have “dumb luck” in the form of three re-rolls of d20 rolls (attacks, saving throws or task checks) per game session. The results of a re-roll must always be accepted, even if the re-roll is worse than the original dice roll.

Clown—Clowns and circuses go together like peanut butter and jelly, so a circus adventure without a clown character is hard to imagine. Clowns are useful adventurers due to their numerous and diverse skills. A new clown subclass is included in the next section of this article.

Curiosity—The curiosity category includes physical curiosities, colloquially referred to as “freaks”, but also sideshow performers such as sword swallows, fire eaters, contortionists and human cannonballs. A curiosity character will probably be a rogue or daredevil. Included among their skills should be a unique ability like sword swallowing, with the details of that skill left up to the player and Venture Master.

Magician—Circus magicians are rogues with an emphasis on sleight of hand and trickery, though one could be played as an actual master of the magical arts who merely masquerades as a simple circus illusionist. Likewise, a fortune teller character might be a real psychic.

Ringmaster—The ringmaster offers an opportunity to shoe-horn in all manner of classes and subclasses into a party in the form of the ringmaster’s life before entering the circus business. He might be an ex-soldier, prize fighter or sleuth.

Sharpshooter—Sharpshooters might be modeled as fighters or daredevils with feats that make them excellent shots. This article also includes a new sharpshooter subclass.



Snake Charmer—While real snake charmers might be modeled as animal tamers (or people holding drugged snakes), this role also offers the opportunity for including a mystic from exotic India in the game and perhaps adding a supernatural character, such as a psychic, to the party.

Strongman—The strongman with handlebar mustache and leopard skin slung over his shoulder is a standard circus trope and an excellent character to play. In *G&V*, the dreadnaught subclass is the best bet for modeling a strongman. **NOD 27** features a muscleman class for *Blood & Treasure* that could be adapted for use as a strongman.

Trick Rider—Trick riders can be modeled on the dragoon, a subclass of fighter, or the cowboy, a subclass of daredevil. While modern trick riders are unlikely to have seen any service in the cavalry, in years past this was a real possibility. An ex-dragon could be a welcome addition to an adventuring party, as they bring some fighting ability to the table.

Circus Subclasses

Acrobat (Daredevil)

The acrobat has all the abilities of the daredevil, with the following alterations and additions:

Minimum Ability Scores: Dex 15

Acrobats do not get to choose their skills. All acrobats are skilled at the following tasks: Acrobatics, Athletics, Climb Sheer Surfaces, Escape Bonds, Jump and Perform. When performing acrobatics tasks, they gain a +2 bonus.

Acrobats show no fear ... when they know the odds. Three times per game session, an acrobat can ask to know the odds on whether they can perform an attack or task successfully. They explain what they want to do, the VM determines what number they need to roll on 1d20, and therefore what the per-

centile odds are of success. The VM can then inform the acrobat whether the odds are 50%, lower than 50% or higher.

Animal Tamer (Daredevil)

The animal trainer has all the abilities of the daredevil, with the following alterations and additions:

Minimum Ability Scores: Str 9, Dex 11, Cha 13

Animal tamers do not get to choose their skills. All animal tamers are skilled at the following tasks: Endure, Handle Animal, Survive Outdoors, Swim, Track and Treat Injury.

An animal tamer can inflict "subduing" damage on animals. This damage represents fear and cowering more than actual harm, and thus does not deduct from the animal's hit points. Instead, the subduing damage is added up, and when the total is equal to or higher than 50% of the animal's normal hit point total, the animal is cowed into submission. It will not attack again unless it is harmed, at which point it can no longer be subdued. The animal tamer can issue simple commands to the animal – to stay or move in a particular direction – and it will obey them to the best of its ability.

The animal tamer can choose one animal in particular to be the star of his act. This animal is loyal to the animal tamer and always obeys his commands. The animal cannot initially have more Hit Dice than the tamer. As the animal tamer advances in level, his star animal gains abilities per the "Wonder Dogs" sidebar on page 29 of the *GRIT & VIGOR* rules.

Chimpanzee (Daredevil)

The chimpanzee has all the abilities of the daredevil, with the following alterations and additions:

Minimum Ability Scores: Str 13, Dex 15, Con 9

Chimpanzees do not get to choose their skills. All chimpanzees are skilled at the following tasks: Acrobatics, Bend Bars, Break Down Doors, Climb Sheer Surfaces, Lift Gates and Track.

A chimpanzee's intelligence score is reduced to 2.

Chimpanzees gain a movement rate of 20' per round when brachiating through the branches of a tree.

As animals, they suffer a -2 penalty when attacking with human weapons (though not improvised weapons), but also have the following natural attacks per round: 2 slams for 1d3 damage and 1 bite for 1d4.

Clown (Rogue)

The clown has all the abilities of the rogue, with the following alterations and additions:

Minimum Ability Scores: Dex 11, Cha 13

Clowns do not get to choose their skills. They are skilled at the following: Acrobatics, Don Disguise, Escape Bonds, Influence People*, Jump, Perform, Sleight of Hand and Ventriloquist.

* Clowns can make people laugh or frighten children.

Clowns can take a punch. A clown ignores 1 point of damage every time she takes damage from a physical melee attack. This increases to 2 points at 6th level and 3 points at 12th level. Any blow that should kill a clown can be avoided with a successful Fortitude saving throw. The clown is instead stunned for 1d4 rounds.

Sharpshooter (Fighter)

The sharpshooter has all the abilities of the fighter, with the following alterations and additions:

Minimum Ability Scores: Str 9, Dex 15

Sharpshooters are skilled at Performing and Riding.

A sharpshooter suffers a -1 penalty to hit with melee weapons, and enjoys a +2 bonus to hit with one form of firearm.

At 3rd level, a sharpshooter can fire into a melee without endangering their friends. Their shots hit their targets or hit nothing, provided they only attempt a single shot.

At 6th level, a sharpshooter can specialize with one model of his favored missile weapons, such as a Winchester Model 1873 or a Colt Peacemaker. She gains a total +3 bonus to hit with this model and increases its range by 50%.

This bonus increases to +4 to hit at 9th level, and the sharpshooter can make two shots per round.

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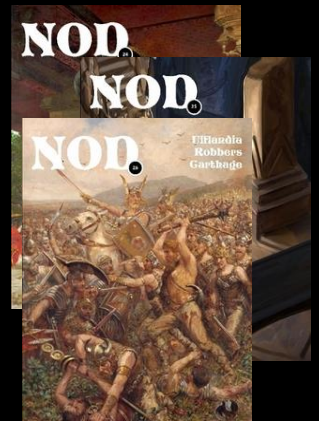
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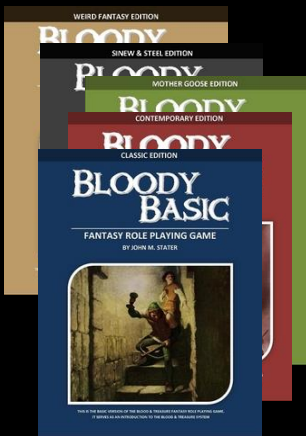
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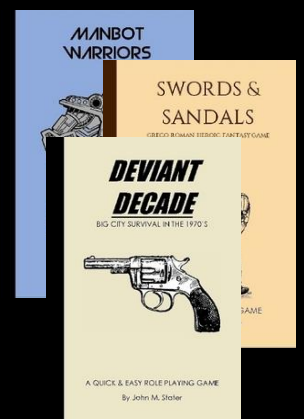
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